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Nautical Adventures

Winter
2012
Issue 3

Yo, Ho, Ho, and an Ever Full Bottle of Rum

Prepared to be boarded!

Random Wreck Tables

An easy way to create *quick* mini-adventures

Island Hopping

Nothing like living on the high seas!

BONUS ARTICLE

The Rods of Dwarvish Might

New artifacts from *Lenard Lakofka*!

Nautical Items

Everything you ever thought of, plus a few!

Sardak, the Mad Cleric of Nerull

***Not* a good house guest!**

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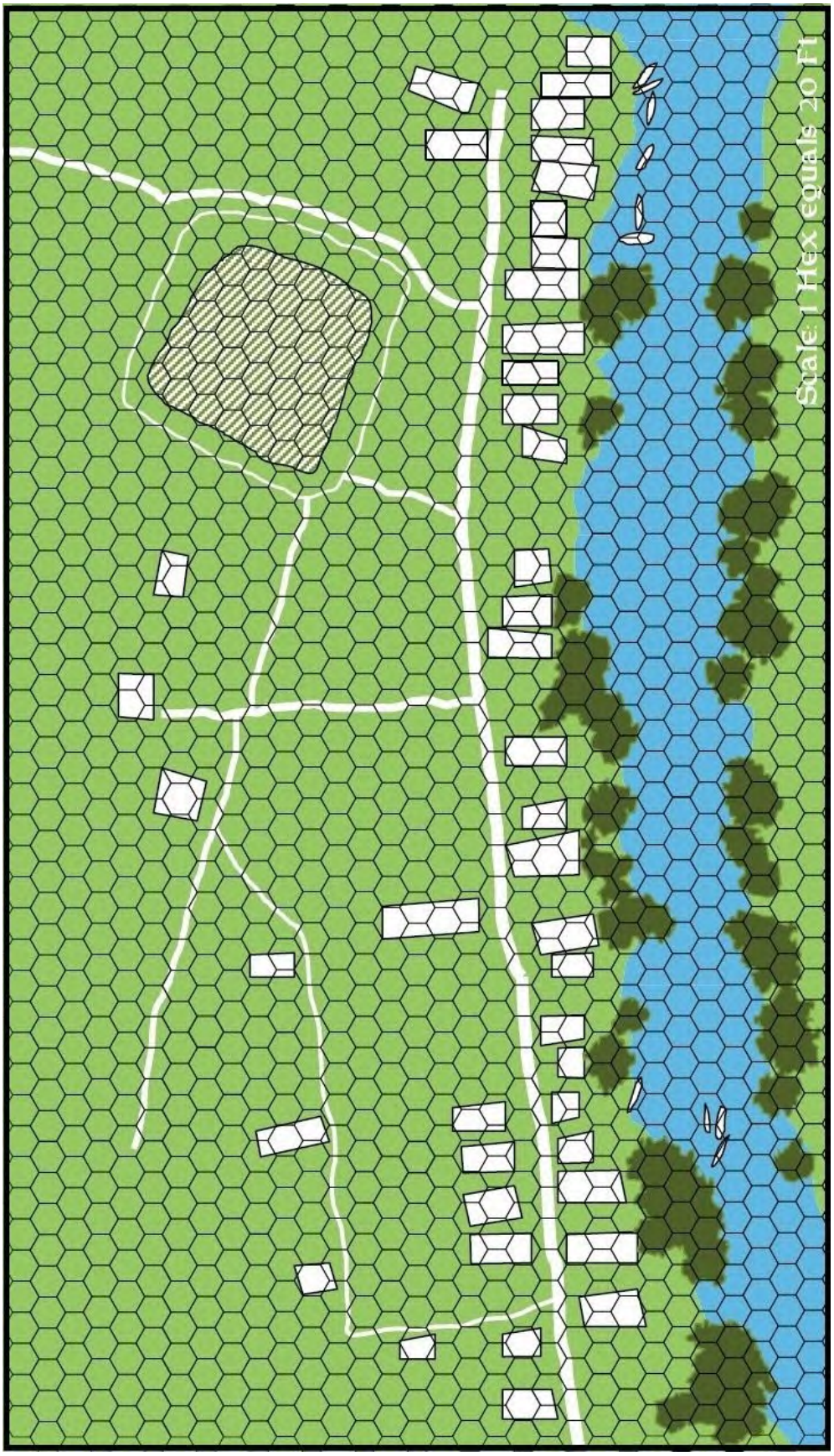
Map 1

Map by Sean Meaney



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This month's cover artist is Joe Heirendt. While Joe is not a D&D player, he is a talented fantasy artist. His art previously graced & Magazine in Issue #2, on the first part of the adventure *The Valley of Eternal Rest*.

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Nothing in this publication constitutes official rules additions or changes to the AD&D game. Use is at the discretion of the game master and the players of individual games.

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Tread Softly

by Nicole Massey

Thoughts from the publisher

Ah, winter, that time of soft sandy beaches, tropical birds singing in the background, the yell and cheer of people frolicking in the surf, a fruity drink in your hand, as the sun's rays warm your skin and deepen your tan …

Well, at least that's the situation if you're in the southern hemisphere from December 21st to March 21st, or taking a vacation to tropical points. But for most folks it's the chill of cold air, cold or even frozen precipitation, and bundling up inside a protective structure with a warm drink in your hand instead of something centered around pineapple and coconut milk or punch.

In a hope to warm your spirits, if nothing else, we're taking you to the tropics for some nautical adventuring. So we're going to give you some articles about ships themselves, a new character race and/or adversary, and lots of other great stuff.

Before the 20th century the main way people travelled great distances was by ship. Ships could go farther than horses or oxen and with less effort, and you don't have to feed a ship, just maintain it. Tales of ship adventures fill library shelves, ranging from classics like *Treasure Island*, the *Horatio Hornblower* series, and *Two Years Before the Mast*, to tales of the fantastic like *20,000 Leagues Under the Sea* or *The Narrative of Arthur Gordon Pym of Nantucket*. Ships also have some interesting advantages for those who go out adventuring.

What about the issue? Andrew Hamilton has an article about using a ship as a party's home base, and how it benefits both the players and the dungeon master to run a game that way. This is a huge article, with a lot of things to think about. Andrew also gives us an article on salvaging ship wrecks, along with a little wreck to explore and do some treasure retrieval.

We have our second adventure module, *&2: Rage from the Waves*, which will be out soon. This ties in with the new race introduced here: the sirens. These angry denizens of the sea have an axe to grind with both humans and orcs, and they're bringing the fight to those races with a vengeance. We've moved our pull-out offerings to a separate download to make life easier on our readers and also on our layout editor, so we'll let you know when it's ready to download. (We're finishing up some art for it or it'd have come out with the issue.)

Our mini-adventure this issue is a lighthouse, the nesting place of some troublesome creatures. Jeremy Dow brought us this one.

We have a new column, *Emporia and Domiciles*, where we provide shops of use in adventures. This time we have a map seller/cartographer, sure to be of use when you need just that certain map. Our other columns are here too, with *Creature Feature* bringing us that denizen of the beaches children have always feared, the ever-deadly Undertoad. *The Toybox* brings us some mundane items sure to make your time on ship much easier. *Spellcaster's Paradise* gives you spells for ship's mages and clerics to help with the voyage. There's a wreck to explore in Adventure Seeds, and *Friend or Foe* brings you another challenging opponent.

We welcome your letters!

Send your letters to: letters@and-mag.com.

Some letters received will be published in our letters column each issue. We regret that we cannot print or answer all letters. We reserve the right to copyedit any published letters for length or content. The letters address is for editorial correspondence only.

What's that in the issue? Oh, no! Pirates! They've invaded our magazine! Our second tentpole article is about pirates. Gary had some interesting ideas about these greedy raiders, sure to make any sea trip more of a risk, but a new contributor, Moses Wildermuth, has crafted a huge amount of material on the topic, with some additional perspectives that might make them more dangerous (and more enticing) in an adventure.

One of our projects is the big RPG Magazine Index, and I've been working on it. In future issues the *For Further Reading* column will list RPG magazines including links where you can purchase these magazines and other sources when we can find them. And if you're interested in helping out, send an email to index@and-mag.com and we'll help you to get your magazine collection into the database. We've covered *Footprints*, *Pegasus*, and our own magazine, and we're currently working on *White Dwarf*'s first 100 issues. *Dragon* is also done, as is *Dungeon*, and there's a *Polyhedron* index floating around. But other magazines we welcome to the fold, and if you're involved with one of these publications, remember that a searchable index will help generate downloads, and for those of you charging for your magazine, sales.

I hate to think that this was all because of my editorial last issue, but word came out of Gencon in mid-August that WotC is going to make PDF files of older material available again. I applaud this decision, as many of you will. This is good news for all of us who are part of the old school gaming community. I'm still waiting on word if this will cover other TSR games, but the word is that all editions of D&D will be a part of it. I'm trying to get in touch with someone at WotC to find out if they will have a problem with us publishing conversions of later edition modules to a first edition format, and I'll let y'all know if and when I find out anything. And if someone there is reading this, please think about the second part of my suggestion …

We've gotten a couple of messages about the *Commonly Purchased Items and Services* netbook, so I wanted to fill y'all in on what's going on with that. I've been working on getting mail merge to work in Word – I keep my data in Excel because it's so easy to sort that way. I managed to figure out how to make it happen, and then ran a test, and discovered that if I output it just with text, no pictures or explanatory text, it's almost eleven hundred pages. Such a dry presentation isn't optimum, so we're going to split it up into about five or six books, each one dealing with part of it. So tell me, would you prefer a book with the items in alpha order, or one divided by categories? This will determine if we're going to break this up by categories or alphabet letters. Let us know, and please send word before February, as we'll be starting to set up the structure of it then.

So on to the issue. Tell us what you think, and we'll let you get to it so we can start working on the next issue, which will be all about character classes.

Fanzine and Magazine Publishers and Collectors!

& is compiling an index of articles relating to our hobby published in professional, semi-professional, and fan created magazines, and we would love to have your assistance in this process.

Have you built an index of your favorite magazine, or are you considering it?

Send us your indices of articles in a DragonDex oriented format and we will add them to our growing index for D&D articles and other related material.

The **&** staff is working on White Dwarf and Footprints – we welcome your help in building a resource for fellow gamers.

Make sure you include your name and email address so we can ensure you get credit for your work! See our Index page for more details and formatting guidelines.

Stay tuned for details of how we will publish our indices!

Island Hopping

The Use of Sailing Ships as a Home Base

by Andrew Hamilton

It's a staple of science fiction: a band of roaming adventurers that make their home on a starship. Living on such a technological wonder lets that band of adventurers journey to strange, exciting (and dangerous!) places with each new episode or book. Since what works for science fiction generally works for swords and sorcery, a ship-based campaign can be exciting and allows for some novelty and refreshing changes from the usual dungeon and sewer crawl that is the core of the archetypical D&D campaign.

Author's Note: This article isn't intended to discuss types of ships, their crews, naval combat, or any of those fine details. I live in a landlocked region so I claim no particular expertise in this subject. This has been done before by others, many times, and better than I could do it (such as in the AD&D *Dungeon Masters Guide* (DMG), or in the AD&D 2nd Edition resources, *Of Ships and the Sea* and *Dragon* #250). Nor is this article intended to be historically accurate. Again, there are others who are far better suited to such an undertaking, and I am not suited to researching and writing such a historical treatise; I am firmly in the philosophical camp of those who say, "It's a game, not a historical reenactment."

This article first describes why players might find a ship-based campaign attractive, then discusses what a DM may get out of a ship-based campaign. Owning and maintaining a ship is no simple task, so the logistics of a ship-based campaign are examined. Finally, some of the types of challenges and adventures that can be expected during such a campaign are described.

Player Point of View

The life of an adventurer typically involves a lot of travel, wandering from place to place, from flea- infested inn to flea-infested inn. Such a nomadic existence demands a certain

ruthlessness in the management of personal possessions and relationships. A ship, however, is a place to call home, and it gives the party a place to store "stuff." This makes some of the logistics of being an adventurer simpler to deal with.

"Where's your spare armor/spell books/ weapons/thieves' tools/10' pole/whatever?"

"It's on the ship."

Let's face it: The life of a successful adventurer leads to the collection of all kinds of trash and trinkets, and unless the dungeon master (DM) hands out *Bags of Holding* or *Portable Holes*, traveling from one village to another looks a lot like parts of the opening scenes of the Beverly Hillbillies.

When you can set sail and go almost anywhere, the opportunities for adventure are nearly unlimited. You can mix it up with Viking berserkers, samurai and ninja, and savage headhunters, looting along the way. The world awaits with different types of adventures: city adventures in the ports, sea-based adventures,

dungeon adventures following up on clues in treasure maps, work as a courier or spy for some kingdom or religion, etc. A ship-based campaign makes it easy for the DM to change things up, which makes things interesting and enjoyable for players.

From a price point, a ship is far more accessible as a home base than a fortress. Think about it: 5,000 gp is a lot easier for a party of adventurers to come up with than 50,000 or 500,000. Also, adventurers being adventurers, the ship is likely to come into their possession shortly after the violent demise of the previous owners. (Module U1, *The Sinister Secret of Saltmarsh,* is a fantastic example of this kind of "reward.") Sure, adventurers can also seize a fortress, but local authorities and power blocks are less likely to react violently or negatively towards adventurers claiming a ship than they would if they took over a fortress.

The last, and for me the most compelling reason:, How cool is it to defend a ship from a kraken??? Or swing from one ship to another, or yell out "Prepare to Repel Boarders"?

The DM Point of View

When the PCs have a home base, it gives the DM (excuse me, the villains) a place to infiltrate, as it makes it easier for the enemies to figure out where the PCs are (or will be, as they come and go from the ship). Thus ambushes, thievery, and spying become a plausible campaign plot addition when there is a home base. A ship also has a crew, a recurring cast of characters close to the PCs, making things like *Charm Person*, doppleganger replacements, kidnapping and ransoms, or the bosun's sick aunt all plausible adventure hooks or elements.

Obviously, the DM shouldn't abuse this, as it might cause hard feelings or encourage the adventurers to abandon the ship as a home base. The PCs should have a loyal crew (assuming they pay them well and don't sacrifice them to monsters on a regular basis), alert sentries, good locks (Wizard Locks), and similar defenses to discourage simple thievery.

Living aboard a ship either keeps PCs in leather armor (and vulnerable to low-level foes) or forces them to face a constant threat of drowning. Some DMs (and most players) won't think of this as a benefit, but it aids in making the combats more exciting and challenging without constantly upgrading the power of the

Fighting on Deck and in the Water

Rules for fighting in the water have been presented in the *Dungeoneer's Survival Guide* and *Wilderness Survival Guide*, so they won't be repeated here.

Shipboard fighting is not necessarily an easy affair because a ship's decks and interior tend to be cluttered and confined.

If the ship is anchored, or the seas are fairly calm, then the pitching and rolling of the deck should not result in any combat penalties. In heavy seas, however, or when two ships are trying to share the same spot of ocean, decks are not stable.

What is a heavy sea? That depends a bit on the boat or ship on which the fight is taking place. It doesn't take much to get an 8-foot canoe or rowboat rocking wildly, but a 150-foot ship with a deep hull and keel won't pitch and roll until the seas are much higher. The DM is going to have to use judgment.

Ship deck on calm seas	no penalties
Ship deck on rolling seas (>4' seas in a 50' ship)	-1 to hit and damage
Ship deck on heavy seas (>8' seas in a 50' ship	-2 to hit and damage, -1 to AC and initiative
Ship deck in storms	-4 to hit and damage, -2 to AC and initiative, Dexterity check required for spell-casting
Ship deck during collision	Dexterity check or be knocked prone (-1 to -3 penalty for those on the smaller ship, and a +1 to +3 bonus on the larger ship)

opposition. Seriously, how many fifth-level pirates double specialized in two-weapon cutlass style with an 18 Dexterity are out there sailing the seas? The answer should be: a lot less of them than there are first-level pirates specialized in cussing, wenching, and pillaging.

Combat on ship decks can and should be a challenging affair (see the sidebar): pitching and rolling decks; a desperate desire to stay away from railings or going overboard; and the need to keep one eye on the rigging, another on the deck, and a third eye on the water. A simple fire should be enough to get a PC or two out of the main combat to put out the blaze, thus letting the DM challenge the party with fewer, rather than more, foes.

The boat owners that I know complain that a boat is a hole in the water that you throw money into. Maintaining a sailing ship will be even more labor-intensive. The repairs, provisions and crews suck up money, making the sailing ship a great way to prevent the PCs from swimming in too much cash. Sure, they just put some pirates to the sword and seized a rich prize, but some of that reward will have to go into rigging and hull repairs, crew salaries, paying death benefits to the family of a dead sailor or three, and providing several kegs of celebratory rum for the victorious crew (gotta keep that morale up).

In addition, the party needs to be prepared to be regularly replacing rigging and sails, re-caulking the hull, scraping the hull to keep growth off the bottom (all the algae, seaweed and colonies of shellfish weigh down a ship and reduce its speed). The maintenance is constant, and depending on the ship's location at any point in time, obtaining materials for repairs might be as easy as taking a bag of gold coins to a maritime supply store (the "Waterdeep" option), or it might require felling trees by hand, sawing them into lumber, pounding coconut husks to separate the fibers and weave them into rope (the "Castaway" option). Being somewhat lazy, I use a rule of thumb to estimate maintenance costs. A monthly expense of 1% of the purchase is reasonable for the materials maintenance budget. This is in addition to the labor that is necessary to perform that maintenance, but

Spells At Sea

This is by no means an exhaustive review of all of the spells in the *Players Handbook* or *UA* and how they can be applied to a ship-based setting. The intent here is to highlight a few select spells and describe how such a spell can affect a ship-based adventure (for better or worse—remember that the opposition may have access to magical spells as well).

Affect Normal Fires: This helps decrease the threat of a shipboard fire (or increase the fire on an enemy ship).

Bind: There is a lot of rope on a ship; let your imagination run wild.

Cloudburst: This is useful for fire suppression, or a great way to make an enemy's decks slippery and rigging fouled if the cloudburst is followed with a **Cone of Cold**.

Conjure Elemental: Never underestimate the utility of a water elemental to move, slow or even sink a ship.

Control Winds: With this spell, a magic-user of high enough level never needs to worry about being on a ship drifting uncontrollably with the current.

Control Weather: Use this spell to make the day perfect for sailing.

Create Water: Being able to create water and cut down on the volume of fresh water being carried means more space for booty or cargo! The same is true for the ability to **Create Food and Water**.

Enlarge: Used creatively, this spell (or its reverse, **Reduce**) can cause all kinds of trouble on a ship.

Mending: A kind DM might let this spell be used to cure hull damage or address some structural or rigging and sail damage during combat.

Melf's Acid Arrow: How long will it take to eat through a deck or hull (from the inside), or a mast?

Precipitation: An alternate means of getting fresh drinking water if there's no cleric around who can cast **Create Water**.

Raise/Lower Water: What happens when you lower the water under one ship just before you ram it with another? or raise the water under the ship doing the ramming?

one can reasonably expect the crew (see below for details) to perform this maintenance as part of their duties.

Players being players, they will likely have a desire to make their ships bigger and stronger. This can lead to quests (to harvest the valuable and rare iron wood trees that only grow on the Islands of Peril); negotiations with shipwrights of renown ("Sure I'll build that ship for you, but it'll cost you, and not just gold. Do you know where the Islands of Peril are?"); research into new spells or lost technologies that should lead to new quests, e.g., when the sage tells the PCs all about the lost civilization of Sitnalta and their ship-building technologies, perhaps more information can be found in the ruins of their fallen cities.

Lastly, because travel by sea makes huge areas of a campaign world accessible to an adventuring party, it gives DMs the ability to recycle and reuse huge amounts of existing material. Roughly 90% of the published adventuring materials (and likely the same amount of any DM's library of adventures and encounters) can be dropped into a maritime campaign with very little work. Sometimes all that is required is placing that ruined tower on a promontory overlooking the ocean or mangrove swamp rather than an inland swamp. Place that fortress on an island. Convert the caravan to a merchant ship convoy. The time savings alone might be enough to convince you to adopt a ship-based campaign.

Often the process of Frankensteining materials from five or six different campaign worlds together to make a one of your own leaves some rough edges and gaps where pieces have to be fit together as with a hammer or lots of duct tape. In a campaign in which the PCs are sailing to a new nation or continent on a regular basis, these rough edges are expected and help to breathe life into the campaign by accentuating the differences between this locale and the last.

Spells At Sea (cont'd)

Shatter: Applied properly, this might be a decent attack spell, causing structural damage (destroying a tiller or rudder, for example).

Sticks to Snakes: There is a lot of wood on a ship; how liberal is your DM about the definition of *stick*?

Transmute Metal to Wood: Is this reversible? Would that boat still float? Can you target the metal hardware and then hit it with warp wood?

Transmute Water to Dust: This is possibly useful as an attack spell, especially if it targets the water under small boats.

Wall of Fire: Fire + wooden boat and cloth rigging = bad. *Really* bad.

Wall of Iron/Wall of Stone: How heavy are these? How much can a ship carry without sinking?

Warp Wood: This can be put to obvious offensive use during attacks.

Water Breathing: You have to know in a ship-based campaign that sooner or later you're going under the water.

Water Walking: Swimming is so "last level," and walking is faster too!

Weather Summoning: This is much like the **Control Weather** spell (see above).

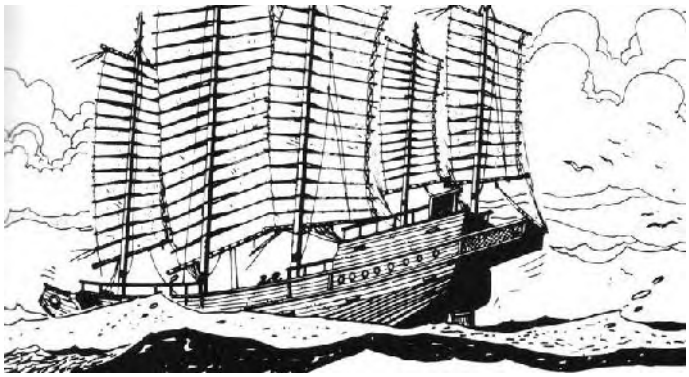
Logistics

To be successful in a ship-based campaign, the adventurers need a crew, skills, and equipment. Of course specialized magic helps, too.

Crew

Unless the adventuring party has all of the necessary skills to handle and maintain a ship and the numbers to keep watch on the vessel while some of them go off adventuring, they will need crew. The players have two broad options here. First, they can hire hirelings—skilled labor that just blends into the background of the story. The DMG describes some of the typical hirelings and their monthly wages. This is a simple option: Tally up the crew and expenses,

and deduct the monthly cost. Given the type of trouble adventurers find, however, a zero-level crew can be expected to have a fairly high turnover (mortality) rate, and at some point attracting replacement crew will become difficult.



The second option is crewing a vessel with henchmen. In this case, the crew is likely to play a more prominent role in the adventure. A crew of henchmen is going to have far more capability than zero-level hirelings and won't panic or object when the PCs decide that they need to sail directly into the Ghost Reef or similar dangerous places. This is the kind of crew to have when a raiding party of sahuaghin or lacedons come clambering up over the rails. These are also the guys that can be trusted to put aboard a ship as a prize-crew. Of course, a crew of henchmen comes with a pretty stiff price tag.

DM's Note: The Mariner non-player character (NPC) class, described in *Dragon Magazine* #107,page 38, would make a great henchman or even a PC class in a maritime or ship-based campaign.

The third option is a blend of the two groups, a few henchmen in key positions with a scattering of zero-level hirelings to take care of the rest.

The size of the crew necessary to manage a ship depends on the type of vessel and is described in the DMG and other official first and second edition AD&D resources. The purpose of a ship will reflect its crew complement. A merchant or fishing ship is likely to be lightly crewed, while a pirate ship will be packed to the railings with crew. Military vessels will have a definitive command structure with captains, officers and mates; other ships may have much flatter or informal command structures. Magic means that crew positions with no real-world analogy (e.g., ship's wizard) may also exist. Adventurers are likely to treat their vessels as a mix between a warship and a pirate ship, with a little bit of floating stronghold mixed in. As well, as adventurers are likely to come and go, they are likely to feel the need to keep a loyal crew on the ship at all times, leading to a need for a larger, rather than smaller, crew.

When crewing a vessel in a fantasy game, consideration should be given to including some or all of the following positions:

Captain. The commander of the ship, the captain is responsible for the well-being of the ship and crew. In most campaigns this will be one of the PCs.

Navigator. this is self-explanatory. The navigator might be a stand-alone position or merged with another position (typically that of the captain or a senior mate). Like the captain, this is a good role for a PC.

Ship's Wizard and/or Ship's Cleric. In a fantasy world where magic is real, these positions would be officers, possibly second only to the captain in authority. Having a skilled ship's wizard or ship's cleric aboard would do wonders for crew morale as well as increase the ability of the ship to survive storms and violent encounters. Such a role is likely to be filled by a PC.

First Mate. The second in command and responsible for managing the day watch, this is a good role for a PC or a trusted NPC (like a henchman).

Second and Third Mate. Junior to the First Mate, each acts as a watch-stander for one of the various watches on the ship. These are good roles for NPCs, as they are senior enough to allow the PCs to leave an intact command structure on the vessel when the adventuring party disembarks to go kill some monsters and take their stuff. If the players want a lean crew or have a small ship, these positions may not exist.

Cook. A crew has to eat, so the cook is important for morale but not necessary for a small ship or a ship on a tight budget. This is

likely an NPC role. Alternately, cooking duty can rotate through the crew.

Bosun. The foreman of the able seamen and a senior noncommissioned officer, the bosun is responsible for ensuring the quality of the work completed by the noncommissioned deck crew. This is an important role, and also one best saved for a trusted NPC.

Ship's Carpenter/Shipwright. A skilled craftsman, this individual knows how to work with wood and repair or possibly even build a ship. The ship's carpenter will spend much of his or her time in port effecting repairs, and thus their time away from ship is limited. This is a role best saved for an NPC. On a small crew, the ship's carpenter or shipwright is likely going to be a sailor wearing two hats.

Surgeon. This officer is responsible for treating injured crew, possibly aiding in maintaining the health of the crew in general. In a fantasy world, the surgeon might also be the ship's cleric.

Chief Steward/Quartermaster. This role is responsible for maintaining supplies and provisions and overseeing the administration of the ship. This is definitely a role for a trusted NPC.

Able Seamen/Sailors. These are the crew that swab decks, hoist and stow sails, coil and repair the rigging, stow cargo, row the longboats, and basically make the ship do whatever the captain orders. The able seaman and sailor role is best saved for NPCs.

Marines. Entirely optional, these represent the fighting men aboard a ship, assuming that the party separates sailing and fighting duties and the ship is large enough to carry a complement of soldiers. If the ship's crew includes fighting forces, officers will be required. The rank and file should be NPCs, although the officer duties could be assumed by a PC. Of course, having an adventuring party aboard is likely to provide far more firepower and combat capability than a unit of marines does.

DM's Note: The entire crew should share in the spoils of any prizes taken in combat in addition to their basic wages. Each group of players should come up with a treasure-sharing

Some Adventures to Consider

While there is no shortage of terrestrial adventures available, and a few that take PCs underwater, there are few decent sea- and ship-based adventures. To help a DM start bolting together a campaign, here is a list of a few adventures that have action taking place above the waves. *Dungeon* also contained several good nautical/maritime adventures during its 1E and 2E run. In alphabetical order there are:

"After the Storm" (*Dungeon* #6, page 3): What's a ship-based campaign without an adventure that sees the PCs shipwrecked?

"Can Seapoint Be Saved?" (*Dragon* #75, page 45): A fun low level adventure that could follow the U series of modules.

"The Deadly Sea" (*Dungeon* #3, page 27): – This adventure that goes from ship to shore to underwater.

"Ghostship Gambit" (*Dungeon* #9, page 44): Sure, it's a BECMI adventure, but it's pirates!

The Isle of Dread (Module X1): This is a great island destination that would fit well in an explorer or merchant campaign.

Night of the Shark: This is the second adventure in a three-part series (a 2E product), and parts of it, like the island community, are great additions to a maritime campaign.

"The Oracle at Sumbar" (*Dungeon* #48, page 16): This involves a journey by ship to a magical island, with expected difficulties along the way.

Pirates of the Fallen Stars: This supplement (a 2E Forgotten Realms product) has a few adventure scenarios in it that are easily modified for use in any generic campaign, as well as some interesting spells and locations that can also be easily transferred to other campaign settings.

The Sinister Secret of Saltmarsh (Module U1): This adventure has maritime connections, an opportunity for adventurers to lay claim to a ship, and ties in to subsequent adventures.

"The *Vaka's* Curse" (*Dungeon* #50, page 8): A cursed ship—how cool is that?

"The Wreck of the Shining Star" (*Dungeon* #15, page 5): This is another shipwreck adventure, but it is a wreck that the adventurers get to explore.

arrangement that they feel is appropriate, and each DM should determine the effects of that arrangement on morale, loyalty and retention. This is not a good area to be greedy or stingy in.

Skills

Non-weapon proficiencies are far from universally loved, but there is a logic to utilizing them in a campaign centered around a technology as impressive as a sailing ship. However, the secondary skills system (as described in the DMG) and the use of attribute checks are more than adequate to meet any in-game needs. Ultimately, the choice is up to the DM.

For the sake of the following discussion, non-weapon proficiencies will be referred to as they represent enough granularity for a detailed discussion and are forward-compatible (for those 2E aficionados reading this article). On the other hand, they are really glorified attribute checks (for those old-schoolers who prefer a less-is-more approach). Non-weapon proficiencies and other skill systems give players some choices to make, and those choices can help or hinder them. A certain level of skill redundancy in the ranks is critical for an adventuring party. If the PCs or their crew are overly specialized, there are bound to be problems (and opportunity for DM enjoyment), like when the rest of the party has to pursue the ship that just kidnapped their only navigator or steer the ship after a sea serpent eats the helmsman.

Obviously the most important skill is the ability to actually handle the ship, including managing the sails and rigging, anchors, the wheel, etc. This would be the non-weapon proficiency of seamanship, and it would be described by the sailor secondary skill. Given that a real-world sailing course takes 40 hours or so (admittedly these don't turn out world-class sailors, but it is a useful benchmark), it is reasonable to assume that anyone who spends a few months on a ship and actually pitches in will learn these basic skills.

Navigation is also a critical skill, and this is not one that can be learned without the foundational knowledge of mathematics. Learning navigation should be an intensive and time-consuming process. It's also possible that the skill of navigation is so highly valued that finding a willing teacher is difficult and expensive (especially if the secrets of navigation are controlled by a specific guild, culture or religion).

Skills like carpentry, rope-making ,rope use, cooking and fishing should not be overlooked. Many of these are dry-land skills that can be adapted to a ship with some experimentation and mentoring. For example, the techniques that one uses to laminate wood for use on dry land will differ on a ship as the wood swells when exposed to water, and the glue might dissolve. Still, the learning curve should be short. Herbalism, plant lore and healing can all be used to help keep the crew healthy; cooking and brewing might be of use to preserve excess food (when and if the opportunity arises). Animal lore and fishing should combine to help PCs keep fresh fish on the menu.

The ability to swim is also of great use—in fact it is almost critical. Even if a DM decides to use non-weapon proficiencies in his campaign, if any PC declares an intention to learn how to swim and a skilled PC is available to teach them, a PC should be able to learn the basics without expending a proficiency slot. Sure, they may not be a swimmer in the class of rescue swimmers or Polynesian heroes, but they'll be able to dog-paddle their way out of trouble.

Equipment

Equipment selection also changes a little bit. Armor is no longer a trade-off between speed and protection; now it's a trade-off between swimming and drowning. Metal armor on a sailing ship is fine until a character tries swimming in it. The character will head straight for the bottom, and drowning is likely unless a knife to cut straps and ties is handy. If in deep water PCs will be too deep, and even if they can get out of the armor in a couple of rounds, their breath will give out before reaching the surface.

Weapon selection also requires some consideration. The adventurer needs to be prepared to fight on deck, in the water and on

land. Should characters find themselves in the water, weapons like spears, tridents, daggers, and knives will be far more useful than two-handed swords, battle axes, and maces. Short weapons will also be more useful on deck than larger two-handed weapons (and a hand axe or machete is always useful for cutting ropes, especially boarding lines). When you hit dry land, anything goes.

Never, ever underestimate the value of a cutting implement. Clerics, listen up! Maybe you can't use a knife to carve someone up, but you can use it to cut ropes and cords, or the lines from harpoons, or the nets that some villainous sea-dweller has used to entangle your allies. Everyone on a boat should carry a sharp knife or two.

Water, especially salt water, does not mix well with paper, steel or iron, or potions. Investing in drybags and oilskin to protect equipment is a wise choice. Sealable, waterproof scroll tubes (which should float) and waterproof potion bottles are also very useful equipment. For the record, while getting all of the air out of a drybag aids greatly in stowing that bag and contents, a drybag with lots of air in addition to the gear stowed inside floats. And sooner or later every PC in a ship-based, island-hopping campaign will need something that floats.

Slight variations on otherwise mundane equipment should also be considered. Fire and wooden ships don't go well together, especially with all the pitch used to waterproof and seal the ship. Non-flame-based lighting and heating sources (possible with the aid of magic) would be welcomed by the crew of a ship.

Warm and waterproof clothes are necessary in winter storms and northern climates, but they must either be designed to be quickly doffed or combined with some mechanism to keep the person afloat in case a wave washes the wearer overboard.

DMs and players will no doubt develop their own lists of must-have equipment that needs to be maintained in the ship's stores.

Spells & Magic Items

The DMG and *Unearthed Arcana* (UA) detail magic that will be of use in a ship-based campaign (see the sidebar). In addition, a large number of creative individuals have created a large list of specialized spells and magic that saw publication in *Dragon Magazine*, such as the articles "Mage on Deck: The Shipmage Kit for AD&D Campaigns" and "Arcane Lore: Sea Spells," both in #235 (page 31 and page 51, respectively). They were published in the 2E era, but any 1E DM has the skills to adapt that material on the fly).

Just like any magical items, such unique spells and technological advances should be introduced slowly and incrementally so that the DM can judge their effect on the game and make sure that they aren't fun-killers.

As has been pointed out almost from the inception of the game, the presence of magic is going to change things. Debating exactly how the presence of magic and gods would have affected sailing-ship technology and practices is beyond the scope of this article, as it really is a decision that each individual DM has to make for his or her own game. A truism is that every advantage gained by technology (or in this case, magic) will initiate an effort to find a counter-technology (or magic). In play, this means that any advantage that one side gains from magic should be temporary, as word spreads and other groups attempt to replicate and trump it.

Adventures and Campaigns

There should be no difficulty in coming up with adventures to include in a ship-based campaign: Finding and looting pirate strongholds, searching for sunken or buried treasure, exploring sunken cities, fighting sea monsters, transporting valuable (or annoying sentient) cargo, smuggling that same valuable cargo, blockading an enemy port, or running a blockade to bring relief to an allied port.

Almost any land-based adventure can be dropped into a ship-based campaign. Some require almost no change at all; others require some tweaking.

Locate that ruined city(from the boxed set sitting on your shelf) on a desolate shore or up a major river (a la the Conan story, "Queen of the Black Coast"), and let the old stand-by of plundering a ruined city and dungeon complex begin.

Want to include a few city-based adventures, such as pitting the adventurers against a thieves' guild? The next time they dock in a major port city (also easily represented by another of the underutilized boxed sets on your shelf), let the pickpocketing and revenge-seeking begin.

Itching to use that "lost world" adventure that you haven't played since junior high? Let a storm blow the ship off course (not that I would ever advocate railroading—in public), or let the party come across a treasure map.

The campaign options are nearly as diverse as the adventuring opportunities.

The merchant campaign is premised on a band of adventurers trying to make a few gold coins off of trade. They may be the youngest sons and daughters of some allied merchant families, who have been given a run-down ship and told to make something of themselves. They may be crew hired by a nearly destitute old merchant captain who can't afford to pay his crew. They may have salvaged a derelict and are setting out to make a fortune. Regardless of the means, the party has access to a ship (preferably old and barely seaworthy), and their primary motivation is to make money through trade (buying and selling cargo or hauling cargo for others).

In a merchant campaign, typical adventures include fighting off pirates; dealing with smugglers and thieves' guilds (or conducting a little smuggling); negotiating with tax collectors, merchants and guilds; and trying to keep a tired old ship afloat. Negotiating trade agreements with aquatic races would also be very profitable (and who knows what problems the adventurers could solve for a clan of sea-elves as a show of good faith?).

In the explorer campaign, the adventurers seek out undiscovered or forgotten lands. They may be treasure hunters, agents of a kingdom, church or merchant guild, or hired by a sage who wants to know some hidden lore. In this campaign the motivation of the adventurers is to find something new.

Common adventures in an explorer campaign include the lost civilization adventures, exploring ruins (either land-based or submerged), exploring uncharted islands (and facing the savages, monsters or other inhabitants of those islands), seeking out long forgotten charts and logbooks in libraries and ruins, searching for survivors of expeditions for more details, etc. There are always legends to investigate, such as sinking islands, great sea serpents, or submerged civilizations. Explorers should be easy to keep busy, always wondering what can be found over the horizon.

The privateer campaign is based around a warship. In this campaign the adventurers work (directly or indirectly) for some sovereign power, likely a kingdom or free city, although powerful churches or merchant guilds may have privateers loyal to them. The adventurers and their ship are tasked with protecting the merchant ships that sail under that power's flag (and possibly those of allied nations) and disrupting the shipping activity of enemy nations. In a campaign like this, the adventurers may be provided with a ship and crew, including a company of marines. Alternately, they may represent the marines, serving under the command of a seasoned captain.

Privateers are likely to get involved in adventures fighting pirates and enemy warships. Adventures include seeking out pirate strongholds and destroying them in reprisal

raids, protecting merchant shipping in convoy duty, staging sneak attacks on enemy fortifications, or negotiating treaties with non-allied nations. Privateers may also be pressed into service to protect their sponsor's shorelines from evil aquatic races that raid the surface, or to put an end to smuggling operations. Depending upon the tone of the campaign, privateers may also find themselves fighting slavers and the slave trade.

The freebooter campaign involves the classic drifting adventurers who gets into trouble wherever they go, the one difference from standard land adventures being that they get there by ship. This is a loose campaign that gets the PCs on a ship and then lets them wander about, sticking their noses into other people's business and finding danger, adventure and gold along the way. The freebooter campaign lets the DM mix and match adventures of any and all types into the course of campaign play. Lacking a coherent theme may be troubling for some, but others will appreciate the simplicity of a campaign that focuses strictly on adventuring.

As I personally don't play in games that include evil PCs, I haven't described the pirate campaign. However, such a campaign should be pretty easy to develop.

What the players WISH they had!

Gems of Explosion

by Bryan Fazekas

These gems are of 100 gp base value and are noticeable only for the quality of the stone and the cut. They detect as magical and if held for 2 segments will begin to glow with an inner light that illuminates a 5' radius.

Once a gem starts glowing it may be accurately thrown up to 60' and will explode upon impact for 8d6 points of damage of different types (see below). All creatures within 20' of the impact may save vs. Breath Weapon for half damage.

There are numerous types of gems – each created from a different base gemstone and each glowing with a characteristic light.

Gem Type	Color / Effect
Acid	This stone is black onyx and the light emitted is similar to a black light. The light will enhance ultravision.
Cold	This stone is chalcedony and glows with a cold white light.
Fire	This gem is carnelian and glows with reddish light, slightly dimmer than a Light spell.
Lightning	This gem is jasper and glows light daylight, although it flickers.
Pain	These rarest gems, bloodstones, inflict pain as well as damage. All in the area must also save vs. Wands or be unable to make any action. A successful save allows the victim to move, but spell casting is impossible and attacks are at -4. The light given off is a sickly reddish hue.
Detonator	This gem is rock crystal that glows with light blue light, and the effect is identical to a Crystal Spray spell. [See Spell Caster's Paradise on page 60]

Note that if the gem is placed on a surface or in a pocket, within 2 segments it will stop glowing and will no longer explode upon impact. Also note that there is a 1% cumulative chance per time that a gem is activated that it will explode after 3 segments, even if it is not thrown. Thus using a Gem of Explosion as a light source has disadvantages.

Normally 2d6 gems of various types will be found. XPV/GPV 400 / 1,600

Yo, Ho, Ho, and an Ever Full Bottle of Rum

Buccaneers and Pirates on the Fantasy Seas

by Moses Wildermuth

Illustrations from the public domain

From books, plays, movies and RPGs, there's something about a swashbuckling pirate with a parrot on his shoulder that makes women swoon and men more than a little jealous. Their very names conjure images of adventure; ships flying the skull-and-crossbones banner; sailing into forgotten island coves loaded with exotic items, both magical and mundane; and treasure maps leading to piles of cursed gold and gems. Their brief lives are a complex mix of ruthless discipline and the belief in every man's right to live as he wishes to live and die free. Unfortunately, experience with pirates in the AD&D doesn't live up to that image. This article seeks to "fill in the gaps."

Pirates by the Book

In the original *Monster Manual (MM)*, a pirate is defined as a chaotic evil version of the human subtype: buccaneer. Between that and the *Dungeon Masters Guide (DMG)*, we are given some useful information to play pirates or run a pirate campaign, but there is plenty more information that could be useful, which the original core books don't give us.

The real issue is flavor. The original game reproduces a more or less accurate 11th-century pirate but gives the anachronistic name of buccaneer, indicating a specific type of pirate from a time 600–700 years later. As a result, we are not getting what we have come to expect.

What can be done to make pirates into a more interesting and challenging foe while keeping their feet in the correct time period? A few issues that could use improvement are the ship, its captain and crew; the technology level of the campaign; their allies, enemies, and victims; the magical and fantasy aspects; and role-playing a pirate.

For the sake of consistency, any reference to pirates in the remainder of this article will include buccaneers unless otherwise stated.

The Ship, Its Captain, and Crew

The first thing we should assume about pirates is they are a special case, trained in both freshwater and saltwater environments. The dungeon master (DM) may determine that a captain and his officers are trained in two or more types of ships even if their crew is not.

The DM must determine whether the pirate's ship is a small or large merchant ship. The technological level of the campaign world (see Level of Technology) may influence the DM's choice.

The small number of crew required to operate the typical merchant ship allows the pirates to carry many more heavily armored marines than the *MM* would indicate. Under this assumption, a pirate crew is comprised of 80% marines and 20% oarsmen. Since sailors never wear armor, they are of little use on board a pirate ship, except possibly as cooks. These percentage values are more in line with the pirates' policies of boarding ships for hand-to-hand combat and raiding coastal cities. Large numbers of marines turn a pirate crew into a much more effective and intimidating fighting force.

Pirate crews are described as being entirely human, but in a standard campaign population where half-elves and half-orcs are not too uncommon, many DMs may assume that up to 20% of an "entirely human" crew will be half-elves and up to 10% will be half-orcs. If other half-human hybrids such as half-ogres exist, they too can be found amongst a human crew in small numbers, though their large size will automatically distinguish them from their man-sized crewmates. These half-breeds bring many benefits with them, not least of which is their infravision. Half-elves, half-orcs and half-ogres may rise in power to become an officer or even the captain of a human crew. There may be other surprises. A few non-human creatures, such as doppelgangers, jackalweres and lycanthropes, can take the form of men and easily blend into an ordinary human crew.

If we loosen the alignment restrictions and assume that pirates can be any variety of evil and buccaneers can be any variety of neutral or neutral good, this allows a wider selection of races. Mixed human/humanoid and all-humanoid crews are all but inevitable in a campaign world that supports large numbers of humanoids. As long as the race has average intelligence or higher and is not adverse to the seas or open sky, life onboard a ship may seem a step up from living in a series of underground caverns. Our choices from the *MM* yield many who may be suited to such a life.

Hobgoblins, bugbears, gnolls, advanced lizardmen, ogres and ogre magi are good choices for humanoid pirates, but kobolds, goblins and orcs would make poor pirates due to their aversion to sunlight. A creature such as a carnivorous ape, minotaur or standard lizardman is not quite intelligent enough to be a member of the crew, yet may be held below decks until needed.

A DM may even break with tradition and consider demi-human pirate crews, such as elven corsairs, dwarven mariners and halfling or gnomish raiders. These demi-human crews have the same probabilities to have a cleric on board as their human counterparts, though his level of experience may be greatly

While in our real world the secret of flaming oil (or "Greek" fire as it is called in the 2nd edition AD&D) was lost no later than AD 1204 and soon replaced by the new secret of gunpowder, this doesn't have to be the case. A Late Middle Age setting in the game could support both flaming oil and early smoke powder weapons.

reduced. Only elven corsairs would have a chance for a magic-user on board, and a magic-user on a gnomish raider ship would be an illusionist. (Shipboard magic-users and clerics are explored under Magical and Fantasy Aspects.)

The ship flies a personalized version of the Jolly Rogers flag when sailing into a free port, as well as during raids, boarding actions and sea battles. The flag is designed and voted on by the crew and sewn together by a crewmember. It serves to identify the ship and her crew, and no two will be alike.

Although the captain runs the ship, he is often not the owner. It is owned by the entire crew, which acts as an autonomous, semi-democratic, military dictatorship. There are no slaves in a pirate crew.

While pirates rarely recognize the law of the land, the laws that govern life on board their ship are firm and strictly enforced. Every man is free to make his own decisions, even to challenge the captain in mutiny; however, the penalties for disobedience or failure to perform one's duty often start with 40 lashes, while failure to depose the captain will generally end in a quick—yet painful—death. These laws are written into the pirate's code.

Level of Technology

The level of technological advancement determines the type of ships available, as well as the types of weapons and equipment that pirates will have access to and the nature of their mundane battle tactics.

The technology level of typical campaign settings can be grouped into three historical time periods: Dark Ages (500–1000 AD), High Middle Ages (1000–1300 AD) and Late Middle Ages (1300–1500). All of the various types of ships and a wide range of weaponry may be placed into a Late Middle Age setting (since ocean-going ships were a rarity in earlier medieval periods), providing the best opportunity to meet the expectations of the players.

Similarly, most of the weaponry specified in the *MM* (with the exception of the crossbow) is of a vague and generic Dark Age level of technology, so later medieval weapons might be a better choice for a pirate campaign.

Pirates are proficient with only the following melee and hurled types of weapons: club, dagger, garrote, war hammer, hand axe, harpoon, javelin, knife, man catcher, net, sap, scimitar, spear, short sword and trident. They also prefer missile weapons that have either great range or power such as bows, crossbows, staff-slings, and smoke powder guns. The captain and his officers often carry the most advanced missile weapons available. Caltrops and grenade-like weapons are hurled without proficiency. Grenade-like missiles may also be hurled using a staff sling. It is important to note that no one on board a ship wears armor all the time, but pirates will quickly don their armor just before a raid.

The following table uses our assumption that 80% of a pirate crew will be marines, and only 20% will be oarsmen. It expands their choices of armor and weapons while attempting to inject a nautical, pirate flavor.

Swashbuckling Defenses

To simulate a more swashbuckling style in his game, the DM can allow pirates wearing no armor heavier than leather to gain an additional –2 bonus to their AC. This bonus is a combination of dexterity and flashy moves. The bonus may be reduced to –1 if the pirate is not wearing loose-fitting clothes. It is cumulative with modifiers provided by magical rings, bracers, and other items that affect armor class. Pirates can also be given a +1 to hit when brawling with fisticuffs.

Pirate Arms and Armor based on the Campaign's Level of Technology

% of Crew	Type of Crewman	Dark Ages (Flaming Arrows)	High Middle Ages (Flaming Oil)	Late Middle Ages (Smoke Powder)
15%	Marine	Scale or ring mail, small shield (50%), short sword or scimitar, hand axe	Chain or scale mail, small shield or spiked buckler, scimitar, hand axe	Chain mail, spiked buckler, scimitar, hand axe
15%	Marine	Scale or ring mail, small shield (50%), short sword, dagger or knife	Chain or scale mail, small shield or spiked buckler, scimitar, dagger or knife	Chain mail, spiked buckler, scimitar, dagger or knife
15%	Marine	Scale or ring mail, small shield (50%), short sword, club or hammer	Chain or scale mail, small shield or spiked buckler, scimitar, hammer	Chain mail, spiked buckler, scimitar, hammer
15%	Marine	Scale or ring mail, small shield (50%), short sword, spear or trident	Chain or scale mail, small shield or spiked buckler, scimitar, spear or trident	Chain mail, spiked buckler, scimitar, spear or man catcher
10%	Marine	Scale or ring mail, buckler (50%), dagger or knife, short bow	Chain or scale mail, spiked buckler (50%), short sword, crossbow (light or heavy)	Chain mail, scimitar, smoke powder weapon or staff sling**
10%	Marine	Scale or ring mail, small shield (50%), short sword or scimitar, javelin	Chain or scale mail, spiked buckler (50%), Scimitar, staff sling*	Chain mail, scimitar, crossbow (light, heavy or hand) or staff sling**
5%	Oarsman	Leather armor, small shield or buckler, scimitar, dagger or knife	Leather armor, spiked buckler, scimitar, dagger or knife	Studded leather, spiked buckler, scimitar, dagger or knife
5%	Oarsman	Leather armor, small shield or buckler, hand axe, javelins	Studded leather armor, spiked buckler (50%) hand axe, staff sling*	Studded leather, spiked buckler (50%), hand axe, smoke powder weapon or staff sling**
5%	Oarsman	Leather armor, buckler, club or hammer, short bow	Studded leather armor, spiked buckler, hammer, crossbow (light)	Studded leather, spiked buckler (50%), hammer, crossbow (light or hand)
5%	Oarsman	Leather armor, small shield, short sword or scimitar, spear or trident	Studded leather, spiked buckler, scimitar, spear or trident	Studded leather, spiked buckler, scimitar, spear or trident
--	Officers***	Chain mail, spiked buckler, scimitar, daggers, hand axe, crossbow (light)	Chain mail, spiked buckler, scimitar, daggers, hand axe, crossbow (light or hand)	Chain mail, spiked buckler, scimitar, daggers, hand axe, hand crossbow or smoke powder weapon

* Munitions include stinkpots, sleep grenades and flaming oil flasks.

** Munitions include stinkpots, sleep grenades, flaming oil flasks, and smoke powder grenades.

*** Officers may be proficient in the use of many weapons allowed to pirates, and may carry magical varieties of weapons not shown here. Consider this list typical.

Pirates will avoid causing severe hull damage to a victim's ship, as there is little profit in doing so. Therefore, their ships are usually lightly armed. They attempt to grapple and board a ship whenever possible, using two ingenious devices. The first is an ironbound ballista bolt in the form of a grappling hook called a harpax. The harpax has several ropes attached to a winch so that a successful ballista strike against a ship allows the pirates to pull the ship toward them. Once the victim's ship is close enough, the pirates release the second device, called the corvus, a wooden bridge, 12 yards long by 4 feet wide, with spikes on the underside. It was mounted on a swivel (usually in the bow of the pirate ship) and dropped where the spikes could hook onto the victim's ship.

The ship's arms can also be loaded with normal, incendiary, or explosive munitions and used to assist boarding actions, soften a land-based target before the marines go ashore, or cover their retreat if authorities show up.

What they lack in number of weapons they often make up for in quality. A pirate ship's armament will include the most advanced weapons that can be found in the campaign world. The table below compares the average pirate or merchant armaments and crew with those of a typical warship. Crew includes oarsmen, the captain and his officers. Marines include their leaders. Exchange one marine per ton of cargo. Carrying the maximum number of marines means only the minimum tons of cargo can be carried. Maximum cargo can be carried only when no marines are on board. Merchants typically fill their ships with cargo and carry few marines. Pirates often carry the maximum number of marines and enough provisions for two weeks, but this limits the amount of loot they can carry away. Warships often carry full contingents of marines and many more arms, but can carry only enough provisions for patrols lasting a month or less and have no cargo space at all.

Pirate Ship's Arms and Munitions based on the Campaign's Level of Technology

Ship	Dark Age	High Middle Ages*	Late Middle Ages**
Small Merchant Ship	Typical: Knarr Size: 50-75' x 15-20' Arms: 2 light ballistae Crew: 10, Max marines: 40 Cargo: 10–50 tons	Typical: Cog (Hulk) Size: 75-90' x 20' Arms: 4 medium ballistae, 1 light mangonel Crew: 25, Max marines: 100 Cargo: 50–150 tons	Typical: Caravel (low castle) Size: 80' x 20' Arms: 6 heavy ballistae, 2 light mangonels Crew: 40, Max marines: 250 Cargo: 250–500 tons
Large Merchant Ship	Typical: Cog or Round ship Size: 60-70' x 25' Arms: 4 light ballistae, 1 light mangonel Crew: 20, Max marines: 80 Cargo: 20–100 tons	Typical: Caravel (high castle) Size: 70' x 20' Arms: 6 medium ballistae, 2 light mangonels Crew: 40, Max marines: 150 Cargo: 150–300 tons	Typical: Carrack Size: 120' x 20' Arms: 8 heavy ballistae, 4 light mangonels, 2 medium mangonels Crew: 70, Max marines: 270 Cargo: 530–800 tons
Average Warship	Arms: 8 ballistae, 2 light mangonels, 1 medium mangonel (11 guns) Crew: 30, Max marines: 120	Arms: 24 ballistae, 8 light mangonels, 4 medium mangonels (36 guns) Crew: 50, Max marines: 200	Arms: 48 ballistae, 16 light mangonels, 8 medium mangonels and 4 heavy mangonels (76 guns) Crew: 80, Max marines: 350

* Flaming oil projectors can be substituted in exchange for two ballistae or light mangonels and incendiary munitions can be thrown from the mangonels.

** The carrack was the first European ship known to carry cannon. Smoke powder cannon may be substituted for each ballista or mangonel and/or smoke powder munitions can be thrown by the mangonels.

Allies, Enemies, and Victims

"Every pirate thinks he can be a captain, and every pirate captain thinks he can be a pirate king." —Old pirate saying

Pirates have a rather complicated hierarchy. A pirate captain of 8th or 9th level may operate independently, but more often he is the captain of a prize ship and part of a pirate fleet. Each captain of a prize ship must pay 5% of his loot to the pirate lord who sponsored him. In exchange, he gains a ship, a crew and a secluded base of operations at a secret pirate cove. When a pirate captain reaches 10th level, he becomes a pirate lord. He is released from his duty as fleet captain with his ship and whatever crew will follow him and is able to establish a pirate cove of his own. When establishing a pirate cove, a pirate lord looks for a good natural port with fair weather most of the year, abundant food, and friendly (or at least non-hostile) natives. In addition, the port should have a long-distance view of the horizon and a good defensive position far from commonly known shipping lanes. Once he has done this, the pirate lord may start taking prize ships and building his own fleet. A pirate lord enters semi-retirement when reaching 11th level, spending most of his time and money to upgrade his pirate cove into a free port.

Did you know…?

The ports of Tripoli, Tunis and Algiers and the island of Tortuga were pirate strongholds, while Port Royal, Jamaica, was considered the "Sodom of the New World".

Pirates from around the campaign world often frequent these free ports, also known as pirate strongholds, where they can sell their loot, swap stories with other pirates, re-supply the ship, and spend their ill-gotten gains on rum, women and song without undue hassle from the legal authorities. A pirate stronghold is the best place to find experienced crewmen, especially if one is not too concerned about how the experience was gained. As noted in the *MM*, pirates are known hostage-takers. Hostages who command no ransom and those who are unsuited or can't be coerced into joining the marines can often be sold at the slave auctions in a pirate stronghold.

When the pirate lord establishes a stronghold, he becomes a pirate king and acts much the same as any other feudal lord. He must often tread a thin, diplomatic line between respectability and lawlessness. The pirate king is usually a retired pirate captain of 13th level or higher who maintains order through the force of his reputation and a small army of mercenaries. While most legal ports charge a 5% tax on imported goods, a pirate king (like a master thief of a thief's guild) expects some dishonesty among his own kind so adjusts his fees accordingly. Pirate strongholds charge an 8% tax on pirate loot, in addition to what the pirate captain must pay his lord. At most legal ports, the dock pilot charges about 500 gp for a small merchant ship and 2500 gp for a large one. At a pirate stronghold, the piloting fees are 650 gp or 3000 gp respectively. The money is used not only to line the pirate king's coffers and pay his army, but also to pay bribes and tribute to ensure the continued existence of the pirate stronghold.

Even a pirate crew likes to have a port to call home. In this regard, a pirate king can be a captain's best ally or his worst enemy. A captain who pays his fees without complaint and keeps his men from causing too much damage while on shore leave will gain anonymity and the protection of his pirate king (such as it is). One whose men go about destroying things, pillaging the local shops or killing otherwise peaceful landlubbers, who does not pay his fees in a timely manner or who is caught withholding significant amounts of booty may be banned from the pirate stronghold. In extreme cases, the offenders may be given over to unfriendly authorities. In areas where pirate strongholds are closely spaced, the pirate kings may elect one of their number as the pirate high king. He receives tribute from each pirate king under him. In exchange, his duties include settling disputes between the pirate kings and increasing the

security of the entire region by both military and diplomatic means.

A pirate captain and most of his officers speak an aquatic trade tongue, so that they may parley with the leaders of the aquatic elves, koalinths, ixitxachitl, locathahs, mermen, nixies, sahuagins, sea hags and tritons. Pirates will attempt to ally themselves with any such creatures they encounter. Success often depends upon the two parties' alignments and goals, but sea hags are often willing to work with anyone that they think they can control or intimidate. Being allied with a sea hag often involves a contract signed in blood, with the captain making his mark for the whole crew. All those who signed the pirate's code will be bound by their captain's agreement with a sea hag. Nixies are treacherous as well, being known to take members of the crew whenever the opportunity presents itself.

The pirate's victims include any small seaside villages and any heavily laden merchant ship that they come across. Seaside villages usually have no substantial defenses (other than the natural corals, reefs and rocks), and merchant ships carry cargo, not marines, so both make relatively soft targets that surrender their treasures easily.

When raiding a village, the typical tactic is to anchor the ship as close to shore as possible and send small boatloads of marines ashore to loot the place. Often the main target is a jewelry store, bank, temple or other storehouse of wealth where they are likely to run into alarms, traps, guards and local authorities. Secondary targets are wealthy or otherwise important citizens (such as the owner of the jewelry store), but hired guards always accompany wealthy citizens. The citizens are returned, more or less undamaged, to the village after a ransom is paid. Pirates are not always indiscriminate killers, often leaving guards and legal authorities wounded, rather than administering a coup de grâce.

When seeking victims at sea, pirates fly no flag until a potential victim appears. As soon as the potential victim's flag can be seen through the spyglass lens, the pirates will fly a "friendly" flag (either from the same nation as the other ship or from one that is on friendly terms with that nation) to draw the victim's ship close enough for a boarding action.

If a boarding action is successful against a merchant ship, the marines attempt to overpower its lightly armed crew and transfer as much loot as they can to their own ship. Each ton of various cargos is equal to about 100 gp. Any passengers will be assumed to be wealthy or important and will be captured and held for ransom or sold as slaves.

Most pirate crews will then leave as quickly as possible. A pirate lord, however, may attempt to capture the ship as a prize. This involves killing or capturing the ship's captain and other officers and then convincing the remaining crew to sign the pirate code and join the crew. Those who refuse may be killed, marooned, or sold as slaves depending upon the whim of the pirate lord. The pirate lord then promotes his most promising lieutenant to the rank of captain of the prize ship and provides a crew to start his new career.

Some pirate captains are known to only target merchant ships bearing the flag of a specific nation or race, as if bearing a grudge against it, thus earning them the enmity of only one navy. Others are less selective in their choice of victims, and will be wanted by authorities across the campaign world. Their faces will be plastered on wanted posters and well known in all ports, both legal and pirate.

Pirates (and/or buccaneers) often become enemies of one another. This can come about if the captain or an

officer has a disagreement with those of another crew. Smoldering enmity between officers may also arise if one lieutenant feels he should have been promoted to captain of a prize ship in another's stead.

Depending on the campaign world, sea monsters may be a constant, serious threat or an occasional nuisance.

Finally, pirates must be wary of groups of adventurers who sail the seas and specifically target their ships. (see "Island Hopping" in this issue!)

Magical and Fantasy Aspects

As with level of technological development, the campaign's level of magic use, whether low, medium or high, greatly affects the campaign's flavor and determines any magic-based tactics.

The Role of the Pirate Magic-User

Pirate magic-users are counted among the ship officers, usually with a simple title like "ship's sorcerer". Most are single-classed humans, but non-human pirate magic-users, such as elves or half-elves, may be multi-classed fighter/magic users. When a magic-user is indicated, the *MM* states that he is between 6th and 8th level. We can then assume the following:

When a pirate magic-user takes his office at 6th level, he immediately selects a member of the crew with above average intelligence to become his apprentice. At 6th level, a pirate magic-user has the ability to create alchemical substances such as flaming oil and smoke powder in a small laboratory on board the ship with the assistance of his apprentice. A magic-user who is 7th level gains the ability to brew potions, and the DM may allow him and his apprentice to brew simple ones while at sea. When the magic-user reaches 9th level, he has outgrown his cramped laboratory space and leaves the ship, promoting his assistant (who should have reached 6th level by then) to position of ship's sorcerer. If the former ship's sorcerer was under command of a pirate lord, he will establish a wizard's tower at his lord's pirate cove and assist him in creating a free port. Otherwise, he will establish his tower at a free port controlled by a friendly pirate king.

The Role of the Pirate Cleric

Pirate clerics are very special cases indeed. Most are human, but naturally, non-human clerics will be found amongst non-human crews. The *MM* indicates a high priest between 12th and 15th level. Since a cleric can attract followers as early as 8th level, this allows us to make the following assumptions:

The pirate cleric is a high priest of a sea god of appropriate alignment or possibly of a god that favors mariners of all alignments. He has established a temple, hired a retinue and attracted his followers sometime before attaining 12th level. At this time, the cleric receives a calling from the sea. He abandons (or sells) his former dwelling and contracts for a ship to be built. The entire crew of the cleric's ship consists of his closest associates, henchmen, hirelings and followers. The high priest also assumes the title of captain and hires a shipmaster to handle the day-to-day duties of running the ship. The cleric otherwise acts as any other pirate lord, establishing a pirate cove and taking prize ships. When the cleric reaches 16th level, the calling of the sea passes. If he has established his pirate cove, he can enter semi-retirement as a pirate lord, build a free port and become a pirate king. Otherwise, he builds his final temple in a free port controlled by a friendly pirate king.

Inaugurating the Ship

A new ship must be inaugurated. The bows of ships are carved and painted into the form of a god or other powerful creature representing a god, such as a dragon, lion, eagle, etc. When the ship is first launched, a cleric devoted to the god so depicted must cast a special version of the *Ceremony* spell (Refer to UA). If necessary, the DM can determine the exact details of the ceremony. Wine is often used during the ceremony as it is considered an offering to the gods. In addition, pirates believe that pouring wine on the deck of the ship will bring good luck on a long voyage.

Role-playing a Pirate

Encounters with pirates work best in a multi-national, multi-cultural campaign setting similar to Southern and Western Europe, North Africa, Arabia and the Middle East. They are amongst the most well-traveled people in the world. They speak the common tongue of men, but with an indeterminate accent, a dash of foreign words and nautical phrases. They have been to places that most will never see, seen things no one will believe, and don't mind retelling a good tale now and again. Their clothing is loose-fitting, yet expensive and fancy, stolen from their wealthier victims and handed down from crewmember to crewmember. The condition of the clothing can be an indicator of the pirate's rank. Generally, the more ragged the silk and other fine materials his clothing is made from, the lower his position on the ship. Many of them wear excessive numbers of good luck charms (including feathers, beads, stones, strange coins or tokens), small holy symbols and jewelry made of base materials. The most commonly carried coin among the men is made of silver. Their money has been stolen from locales all over the campaign world, so it may include foreign and even obsolete coins among those commonly recognized by the characters. Gold coins and expensive charms and jewelry are handled under the terms of the pirate's code. Pirate officers may own small, exotic animals as pets such as parrots, monkeys or large, black, house cats.

Unless they dock at a free port, they must conceal their identities to avoid prosecution. This is particularly true for the officers, and a notorious captain may never leave his ship in certain ports where his exploits are a little too well publicized.

If a cleric is on board the pirate ship, the crew will respect his authority and power, but they venerate any and all manner of sea gods discovered during their travels. In addition, they believe in omens (some good, but mostly bad) and have many odd customs and habits that have developed around them.

Here is a representative sample found in our real world:

Bad Omens

A woman on board is bad luck. This was possibly the most popular superstition in our real world. Even so, female pirate captains did exist. Overall, I would not enforce this one too much as it may offend female players and make it more difficult for them to role-play their characters effectively. The DM may substitute flowers, for they are also considered unlucky onboard a ship. If the rim of a glass rings, a pirate will quickly stop it. A pirate never starts a voyage on a Friday, the first Monday in April, the second Monday in August or on Dec. 31. If a pirate encounters a person with red-hair or flat feet while on the way to his ship to set sail, he must speak to them before they speak to him. If a person says "good luck" to a pirate, it is considered a curse that must be countered by making that person bleed, such as a quick punch in the nose would accomplish. A pirate never steps onto his ship with his left foot first, never throws stones into the sea anywhere near his ship and never looks back once his ship has left port. A pirate will never kill an albatross or a gull. Sighting a curlew or cormorant at sea is considered bad luck. A pirate will never hand a flag through the rungs of a ladder or repair a flag on the quarterdeck. A pirate will not cut his hair or nails while at sea, nor wear the clothes of a dead crewmember during the same voyage in which he died, and he will never say the word "drowned" while at sea. A shark following the ship is a sign of inevitable death.

Good Omens

Sunday is the best possible day to begin a voyage. A stolen piece of wood mortised into the keel will make a ship sail faster. Black cats are considered good luck and will bring a sailor home from the sea. Seeing swallows or dolphins while at sea is a sign of good luck. The feather of a wren slain on New Years Day will protect a sailor from dying by shipwreck.

General Skills and Abilities

The marines of a pirate crew are mercenaries with a specialized set of weapons and armor for use at sea. They act as part of the crew but often have very little aptitude for running the

ship. Most can't even swim. Those that show promise at learning the ropes are eventually promoted to oarsmen.

Oarsmen are those pirates that operate the ship on a day-to-day basis, including the ship's weapons. They are extremely valuable members of the crew, and they can engage in combat and often have the most advanced weapons when they do. In performing his duties aboard ship, an oarsman gains the following abilities to one degree or another: swimming, diving, holding breath, navigation, piloting, climbing ropes and ladders, predicting weather, sea lore, ship-building, and finding secret/hidden doors on board a ship. Several will also be skilled in signaling with flags to send messages from one ship to another.

In a multicultural campaign, there may be several human languages, rather than just the common tongue that the characters are familiar with. Languages come easily for pirates, even human pirates, and many of them speak a little of the several that they have encountered in their travels.

A pirate captain and his officers will be expert in all of the oarsmen's abilities. In addition, they are also highly skilled with handling a ship during a sea battle. When a sea battle is imminent, the captain has the ability to increase his crew's morale by 10% and provide a +1 bonus to their attack rolls provided he has three uninterrupted turns to speak to his crew. Those who hear his entire speech will gain the bonuses during the upcoming battle.

We welcome your creatures, spells, items, adventure seeds, and other submissions! Send them to:

submissions@and-mag.com.

We reserve the right to copy edit submissions for length, grammar, and content.

The Pirate's Code

The pirate's code is a written document, consisting of a set of rules of conduct for the crew. It also deals with how treasure is divided and punishments for breaking the rules. The entire crew, including the officers and captain, must sign the document. The document is usually posted in plain view, but if the captain senses the ship's imminent capture, he will attempt to destroy the document to keep it out of the hands of prosecutors. The following is an example attributed to Captain John Phillips, captain of the Revenge in 1724:

I. Every Man Shall obey civil Command; the Captain shall have one full Share and a half of all Prizes; the Master, Carpenter, Boatswain and Gunner shall have one Share and quarter.

II. If any Man shall offer to run away, or keep any Secret from the Company, he shall be marooned with one Bottle of Powder, one Bottle of Water, one small Arm, and Shot.

III. If any Man shall steal any Thing in the Company, or game, to the Value of a Piece of Eight, he shall be marooned or shot.

IV. If any time we shall meet another Marooner [Mariner] that Man shall sign his Articles without the Consent of our Company, shall suffer such Punishment as the Captain and Company shall think fit.

V. That Man that shall strike another whilst these Articles are in force, shall receive Moses's Law (that is, 40 Stripes lacking one) on the bare Back.

VI. That Man that shall snap his Arms, or smoke Tobacco in the Hold, without a Cap to his Pipe, or carry a Candle lighted without a Lanthorn, shall suffer the same Punishment as in the former Article.

VII. That Man that shall not keep his Arms clean, fit for an Engagement, or neglect his Business, shall be cut off from his Share, and suffer such other Punishment as the Captain and the Company shall think fit.

VIII. If any Man shall lose a Joint in time of an Engagement, shall have 400 Pieces of Eight; if a Limb, 800.

IX. If at any time you meet with a prudent Woman, that Man that offers to meddle with her, without her Consent, shall suffer present Death.

Random Wreck Tables

by Andrew Hamilton

These tables owe some inspiration to the very short, but very sweet, article in Best of Dragon #1 (Tombs(by ???. As a kid I loved those tables, as they let a half-dozen die rolls fire up my imagination. Hopefully these random wreck tables help inspire a few adventures.

Using these tables is pretty simple. First roll on Wreck Table 1 to determine the type of wreck (or just select the type you want, what's the point of having all the powers of a DM if you never use them?). With the wreck type determined, roll on Wreck Table 2 to determine where the wreck is encountered. Next determine the condition and age of the wreck by rolling on Wreck Tables 3 & 4, respectively – using the dice indicated in the Location table).

Determining the age of a wreck is not straightforward. The age will vary depending upon the location and condition of the wreck. If a result does not match the location and condition, re-roll. To determine the age of wrecks adrift roll 1d2, for wrecks on the beach roll 1d6, and for other locations roll 1d10.

The occupants (monsters) that inhabit a wreck should be modified to reflect the monsters in a DM's campaign and the monster resources available to the DM. If there are were-walruses or aquatic shambling mounds in your campaign world, put them in a wreck. For ships Adrift, Beached or on a Reef, roll 5d10 to determine the occupants, treat a roll of 45+ on 5d10 as encounter 96-00.

As always, feel free to re-roll or modify results that make no sense, e.g., if party is walking on the beach wrecks more than 25' deep in the ocean will not be encountered.

Wreck Table #1: Ship Type

1d100	Ship	Description
1-4	Rowboat or Longboat	8' to 20' long, 2'-4' wide
5-16	Fishing Boat	20' to 30' long, 6' to 10' wide
17-23	Small Galley	30' to 60' long, 8' to 15' wide
24-35	Large Galley	120' to 160' long, 20' to 30' wide
36-40	Small Merchant	25' to 40' long, 10' to 15' wide
41-50	Large Merchant	50' to 80' long, 15' to 25' wide
51-62	Small Pirate	25' to 40' long, 10' to 15' wide
63-77	Large Pirate	50' to 80' long, 15' to 25' wide
78-99	Warship	70' to 100' long, 15 to 25' wide
00	Special	wreck is something else, e.g., a spelljammer, magical underwater chariot, etc.

Wreck Table #2: Location

1d100	Wreck Location	Description
01-10	Adrift	wreck is adrift (roll d10 for Condition & d2 for Age)
11-25	Beach	wreck has washed ashore, grounded and is at least 50% above the low tide line (roll 2d10 for condition & 1d3 for Age)
26-45	Reef	wreck is on a reef, with 0 to 100% above the low tide water line (roll d% for Condition and 1d3 for Age)
46-60	Bottom, 10'	wreck is on the sea bottom, roughly 10' deep. The masts and part of the deck may show at low tide (roll d% for Condition and 1d4 for Age)
61-75	Bottom, 25'	wreck is on the sea bottom, roughly 25' deep. The masts may show at low tide (roll d% for Condition and 1d6 for Age)
76-85	Bottom, 50'	wreck is on the sea bottom, roughly 50' deep (roll d% for Condition and 1d10 for Age)
86-90	Bottom, 100'	wreck is on the sea bottom, roughly 100' deep (roll d% for Condition and 1d10 for Age)
91-95	Bottom, 150'	wreck is on the sea bottom, roughly 150' deep (roll d% for Condition and 1d10 for Age)
96-00	Bottom, 200'	wreck is on the sea bottom, roughly 200' deep (roll d% for Condition and 1d10 for Age)

Wreck Table #3: Condition

1d100	Wreck Condition	Description
010-5	Intact	Vessel is completely intact, having wrecked for no apparent reason (likely swamped by a large wave, rolled over or been dragged under intact), or run up on a sandbar/reef essentially undamaged. If floated, it would be sea worthy.
06-25	De-masted	Hull is intact, but the masts & rigging are ruined, which may have led to the wrecking. This ship (depending upon the age) could be repaired & floated.
26-40	Holed	Essentially intact, the ship has one large hole or breach in the hull, having torn the bottom out on a reef, or been holed due to a collision or violent encounter. This ship (depending upon the age) could be repaired & floated.
41-65	Hull Crushed	Hull is crushed or collapsed, so while the wreck is easily recognizable as a ship, it could not be refloated or salvaged.
66-85	Broken Up	Ship is broken into 2 or more pieces, either from the wrecking or from subsequent wave action. The pieces are large enough to be recognized as a ship.
86-00	Debris	Broken into small debris, there is very little or nothing left that can be recognized as a ship.

Wreck Table #4: Age

1d10	Wreck Age	Description
1	Days old	Wreck occurred within the past 3d6 days, and may be salvageable
2	Weeks old	Wreck occurred within the past 3d20 weeks.
3-4	1 to 5 years	Wreck is likely to be in poor condition, and marine life will be establishing itself on the wreck (such as coral, seaweed, shellfish – depending upon the climate and local sea life).
5-6	5 to 20 years	Wreck will not be salvageable. The wreck will be sinking into the bottom (if the bottom is soft enough), and silt will be filling the interior. Exposed surfaces will colonized by marine life, and may no longer be recognizable as a wreck.
7-8	20 to 50 years	Wreck will not be salvageable. The wreck will be heavily colonized by marine life, and may no longer be recognizable as a wreck, and the interior will be increasing silt or sand filled..
9	50 to 150 years	Wreck will be in very poor condition, heavily colonized by marine life, and may no longer be recognizable as a wreck, with silt building up around the edges of the wreck if not covering it, and the interior will be increasing silt or sand filled.
10	> 150 years	Wreck may not be immediately recognizable as a ship, as it will be decayed, covered in silt and sand (and likely filled with mud, silt and sand) and completely encrusted in sea life.

Wreck Table #5: Inhabitants

1d100	Monster	Description
01-20	None	The wreck is uninhabited (other than by normal sealife)
21-35	Aquatic Humanoids	Refer to table 5.4, below.
36-50	Undead	Refer to table 5.5, below.
51-65	Bottom Dwellers	Urchins, Crabs, Strangleweed, Giant Clams, Eels
66-80	Octopi/Squid	Refer to table 5.2, below.
81-95	Fish	Refer to table 5.3, below.
96-00	Multiple Inhabitants/Special	Roll 1d12 twice, and this represents the multiple occupants, a "12" on the second roll represents a unique occupant (e.g. dragon turtle, sea serpent, sirine, kelpie, morkoth, eye of the deep, etc.) or condition (magical trap, etc.)

Table #5.1: Bottom Dwellers

1d12	Monster	Description
1-2	Sea Urchins (FF) (see description)	D10 (1-2 - black urchins (1d6), 3-4 - green urchins (1d4), 5-6 - red urchins (1d4), 7-8 - yellow urchins (1d3), 9 - silver urchins (1d2), 10 - mixed group roll 2x)
3-4	Sting Rays (MM) (1d3)	These fish are not aggressive, but will defend themselves if startled or molested.
5-6	Giant Eels (MM) (1d4)	These moray or wolf eels live in nooks and crannies, often under the hull of the wreck, and might attack passers-by out of hunger or territoriality, and they will defend themselves. If outmatched, they retreat into a small rocky crevice to hide.
7-8	Giant Crabs (MM) (2d6)	As described in the Monster Manual, but DMs should double check the stats of the giant crab presented in S2 White Plume Mountain. Just in case they need inspiration.
9	Strangleweed (MM) (3d4)	A large patch of strangleweed has established on the wreck.
10	Ixitxachitl (MM) (2d6 or 10d10 90%/10%)	The party has chanced upon a small hunting party or an entire lair. These creatures are quite aggressive, but attack intelligently.
11	Giant Clams	These mollusks are only dangerous if PCs stick their hands in them (as per module EX2).
12	Special/DM's choice	The DM can decide what the encounter is, but some possibilities include Giant Marine Spider (MM2, 1d6), Morkoth (MM, 1), Seastar (CC1, 1d12), Vodyanoi (16 HD marine FF, 1d3), Mottled Worm (MM, 1d2) or aquatic versions of trappers, ropers, etc.

Table #5.2: Octopi

1d10	Monster	Description
1-6	Giant Octopus (MM) (1d3)	These cephalods are alert and skilled hunters, and likely to attack any reasonable looking prey; they will not fight to the death and will attempt to flee if an encounter is going against them.
7-9	Giant Squid (MM) (1)	Constantly hungry, the giant squid will attack anything resembling prey, and once in combat it will not break off.
10	Kraken (MM2) (1)	Intelligent, powerful and one of the apex predators in the oceans, the kraken will attempt to capture, kill, or force intruders into service. The kraken will not act recklessly.

Table #5.3: Fish

1d100	Monster	Description
01-20	Shark (MM) (3d4)	These fish range in size from 3 to 8 HD, although the members of a school will generally be a similar size.
21-25	Giant Shark (MM) (1d3)	These fish are 10 to 15 HD in size, and if more than one is encountered they will likely be of a similar size (and on the smaller end of the size range).
26-35	Masher (MM) (2d4)	These massive fish are passing through looking for a meal, and are likely to attack any man-sized prey they encounter.
36-50	Scallion (CC1) (1 or 1 +2d6)	This encounter will be with a lone male (25% of the time) or a female & 2d6 juveniles (75% of the time).
51-55	Afanc (MM2) (1)	These massive fish are passing through looking for a meal, and are likely to attack any man-sized prey they encounter.
56-65	Giant barracuda (MM) (1d6)	The stats for a giant gar serve admirably for a giant barracuda.
66-70	Verme (MM2) (1)	These massive fish are passing through looking for a meal, and are likely to attack any man-sized prey they encounter.
71-80	Swordfish (MM2) (1d8)	These large fish are likely to flee if attacked.
81-00	Barracuda (MM) (2d6)	Barracuda aren't normally a threat to humans, but they are likely to strike at anything shiny and glittery.

Table 5.4. Humanoids

1d100	Monster	Description
01-15	Aquatic Elf (MM) (2-20 or 20-200) (95% or 5% likely)	Most likely a small hunting party, these creatures will be wary but not initially hostile. While the potential for friendly relations exist, they will defend themselves if attacked. If a lair is identified, the wreck will be part of the larger community, and intruders will be taken into custody and interrogated to determine their intentions.
16-30	Mermen (MM) (2-20 or 20-200) (95% or 5% likely)	Most likely a small hunting party, these creatures will be wary but not initially hostile. While the potential for friendly relations exist, they will defend themselves if attacked.

1d100	Monster	Description
		If a lair is identified, the wreck will be part of the larger community, and intruders will be taken into custody and interrogated to determine their intentions.
31-40	Tritons (MM) (10-60)	These creatures will be wary of any surface dwellers that are in the aquatic realm, but will not attack unless provoked. A smaller group may be a hunting party, a patrol, or a war band. A larger group likely indicates a triton community.
41-55	Locath (MM) (2-20 or 20-200) (95% or 5% likely)	Most likely a small hunting party, these creatures will be wary but not initially hostile. While the potential for friendly relations exist, they will defend themselves if attacked. If a lair is identified, the wreck will be part of the larger community, and intruders will be taken into custody and interrogated to determine their intentions.
56-60	Sahuagin (MM) (20-80)	This war party may be looting a wreck that they recently sunk, or are using the wreck as a staging pint for raids against other aquatic races or the surface. They will attack without hesitation.
60-75	Koalanith (2-20 or 20-200) (95% or 5% likely)	A hunting party will attack any group that they think they can defeat, and will either negotiate with or avoid a larger group (although a few scouts may shadow the party while swimmers go for reinforcements). If a community is encountered, guards will attack and seize intruders, calling reinforcements as necessary.
76-85	Merrow (MM2) (2-24)	These aquatic ogres are big, belligerent, and always hungry for food and treasure. They will be hostile and either demand tribute or attack (DM's choice).
86-90	Scrags (MM2) (1d8)	These aquatic trolls are constantly hungry, and will attack any group of equal or lesser numbers immediately and without fear. If outnumbered, they will attempt to either ambush the party, or shadow them until they get a sense of the party's strength.
91-00	Lycanthrope	Roll 1d6 (1 were-shark (1), 2-4 lesser sea-wolf (3d6), 5 greater sea wolf (4d4), 6 selkie (2d10+10))

Table #5.5: Undead

1d6	Monster	Description
1-3	Lacedon (MM) (2d12)	Aquatic ghouls (appearing in packs of 2d12)
4	Ghast (MM) (1d8)	Aquatic ghasts (appearing in a group of 1d8, although they are 25% likely to be accompanied by a pack of lacedons).
5	Drowned One (2d8)	As per the Greyhawk Adventures, these creatures will attack any intruders.
6	Other	Some other form of aquatic or aquatic capable undead, including ghosts, skeletons, and zombies.

Table #6: Cargo (Treasure)

In general cargo ships carry goods worth between 10,000 and 60,000 gp (as per the Merchant description in the Monster Manual), and a payroll chest with 2,000 to 4,000 gp; 100 to 400 pp, and 4d4 gems of 100gp value. The cargo's value assumes that the cargo is intact, undamaged, and for sale in a suitable port. The cargo aboard wrecks is likely to be degrading in value almost immediately, and in some (many) cases the cargo will be a complete loss.

Treasure ships carry treasure equivalent to Treasure Type W, which may represent riches that would make a dragon envious.

1d100	Cargo	Description
01-03	Ballast	Ship had no cargo, and was full of ballast sailing to a port to pick up some cargo.
04-05	Fish	Vessel is a fishing vessel or has collected cargo from a fishing fleet, and is full of fish.
06-09	Merchant Cargo - Slaves	This cargo will not survive a sinking and is unlikely to have survived a long period adrift, but a cruel DM may have a cannibalistic cargo, or undead. Alternately the slaves may be on a nearby island.
10-13	Merchant Cargo - Livestock	This may be cattle, swine, horses, or something more exotic like captive monsters - this cargo will not have survived a sinking and should be treated similarly to slave cargo.
14-25	Merchant Cargo – Preserved Foods	Preserved foods including sealed jugs, bottles, jars and small kegs and might include salted meats, pickled foods, etc. This may survive immersion, if the wreck condition is suitable and the container is of adequate quality. Dried herbs or spices of higher value might also be included in this category.
26-37	Merchant Cargo - Foods	Non-preserved foods including bags or boxes of grain, nuts, and similar foodstuffs that will not survive immersion.
38-45	Merchant Cargo - Spirits	Bottles or barrels of wine, liquor or ale; the bottles may have survived immersion, and well-crafted barrels will survive for a short period.
46-53	Merchant Cargo - Lumber	Typically hardwood or ornate woods, cut into beams or blanks. Wood can survive immersion for a long period of time in cold fresh or salt water, but deteriorates rapidly in warm salt water. The lumber may be salvageable and of value if properly recovered and treated. Once it is waterlogged, wood does not float.
54-61	Merchant Cargo - Textiles	Cloth, clothing and similar goods, these will not survive immersion for more than a few days.
62-69	Merchant Cargo -	Pottery & Glass- this cargo might include items like bowls, jugs,
70-73	Merchant Cargo – Metal Goods	These are items such as cutlery, ax blades, scissors, nails & spikes, tools, etc. Only rarely (10%) will this include armor or weapons.
74-77	Merchant Cargo - Ingots	Metal ingots are 50 to 100 lbs each, this is industrial metals, not precious metals. The ingots may be pig iron, iron, lead, tin, zinc, or copper; it is less likely an alloy like pewter, brass or bronze.
78-85	Merchant Cargo – Dry Goods	This is random trade goods category, and could include candles, paper (or vellum or papyrus), rope, etc.
86-00	Treasure Ship	Treasure Type W from the Monster Manual, and may be in the form of ingots, freshly minted coins, mixed coins, jewelry, gemstones, ivory, etc.

The Rods of Dwarvish Might

by Lenard Lakofka

History

The battles between the dwarves and their allies the gnomes against the goblins, orcs, and hobgoblins are legendary. As much as the gods of these peoples hated and opposed one another they agreed to not come to Oerth and personally fight with their respective races. There was a bit of cheating on both sides of this but Grummish has not fought Clanggedin Silverbeard on Oerth … at least not yet.

Clanggedin, Berronar, and Baervan Wildwanderer agreed that their people on Oerth would be overrun by the vast numbers of orcs, goblins, and hobgoblins. Moradin and Garl Glittergold neither helped nor hindered the efforts of these three deities. [*Editor Note: See the AD&D Unearthed Arcana for a description for the demi-human gods.*]

One type of assistance they contrived was to create, with the help of Flandal Steelskin, seven *Rods of Might* for the dwarves and five *Hammers of Power* for the gnomes. These special weapons were not brought to Oerth. Instead select members of the clergy of both races (seventh level or higher) were granted a **Plane Shift** spell when next they prayed for their spells. When the cleric cast the **Plane Shift** he was Shifted to Arcadia where the weapon was given to him. He then shifted back to the place where he was praying.

This article describes the seven *Rods of Dwarfish Might*. The five *Hammers of Gnomish Power* are a topic for another day. Please note that each of the seven Rods and the five Hammers are nearly but not totally identical.

The Rods of Dwarvish Might

These two to three foot long rods have a five or six -inch diameter steel ball at one end and a two or three-inch diameter ball at the other (handle) end of a steel shaft. There are slight physical differences in the seven Rods, e.g., the size of the balls might be different or the length might be different. The Rods may also be of different colors based on the alloys used to make a particular rod.

All Rods are aligned to Good so lawful, neutral, and chaotic good dwarves may employ them. Good gnomes may carry a Rod and use it in hand-to-hand combat but not employ any other power, excepting clerics may use the **Cure** and **Light** abilities (see below).

Any thief, druid, mage, or evil being who picks up a Rod will suffer 2d6 points of damage and is subjected to a **Hold** that will paralyze that being until the Rod is forced from its grasp. If the save is made, the being may drop the Rod. Failure to divest himself or herself of the Rod will make him or her subject to another 2d6 damage and another hold possibility. Held

About the Author

Lenard Lakofka is best known for his efforts in the creation of *Advanced Dungeons & Dragons*. Although never on the TSR payroll, he was an editor and contributor to the *Dungeon Masters Guide* and the *Players Handbook*, as well as the author of AD&D modules *L1: The Secret of Bone Hill, L2: The Assassins Knot, and The Deep Dwarven Delve*. His popular column *Leomund's Tiny Hut* was in *Dragon Magazine* for years, and he is the creator of Lendore Isle, which became part of the world of Greyhawk™.

What fans may not know is that he was a fan of Avalon Hill's *Diplomacy* war game, published the fanzine *Liaisons Dangereuses* for 81 issues, and was the organizer for *Gen Con II*. In recent years Mr. Lakofka published the free module *L4: Devilspawn* through Dragonsfoot, and his modules *L5A: The Kroten Campaign Guide*, *L5B: The Kroten Adventures*, and *L5C: The Kroten Campaign Companion* are planned for release this fall, also through Dragonsfoot.

figures holding the Rod take one more point of damage per round until dead. The Rod will come loose by itself from a dead creature. Evil undead are subject to 2d6 damage but not Hold. A fighter of non-evil alignment may hold the Rod with no adverse or bonus consequences.

When used as a weapon a Rod inflicts 1d4 points of weapon damage per strike. Each Rod is normally +2 to-hit and damage, but is +4 to-hit and damage when employed versus orcs, goblins, and hobgoblins.

DM's Note: The +4 to-hit and damage also applies to kobolds, gnolls, flinds, bugbears, and ogres but the detection capabilities do not. Each DM can add other humanoids of 4HD or less as they see fit.

A good dwarf holding the Rod in his/her bare hand gains 2 points of charisma, and if the adjusted charisma is less than 16 it is raised to 16. The charisma bonus applies even if the Rod is used as a missile weapon (see below). Ordinary good dwarves (1HD) may carry the rod with no adverse effect but may not employ any of the rod's special powers except to cure themselves.

Any dwarf holding the Rod in rod or hammer form will be able to detect a goblins, hobgoblins and/or orcs that are within one-fourth mile of the Rod. The Rod will vibrate in the holder's hand and be pulled in the direction of the detection. The Rod will again vibrate one turn later if the detected humanoids are still within one-fourth mile. The vibration will be stronger if the humanoids get closer to the dwarf.

Dwarven fighters and clerics, and gnomish clerics may employ the following powers once each day:

1. **Cure Wounds** – cures one point of damage per round if the Rod (in any form) is touched to a wounded human, demi-human (including self), or animal-intelligence mammal. The Rod can cure only one wounded figure at a time this way up to a maximum of 18 total hit points in a single 24 hour period Multiple figures can be cured up to the 18 cure maximum as long as the curing rounds are continuous.
2. **Light** - uses the large ball as the center of a 30-foot globe of light. The caster is not adversely affected by this Light.
3. **Invisibility** - the Rod may become invisible once per day, making both the holder and his gear invisible. Another living figure held by or touching the dwarf, however, will not become invisible. The Rod cannot change shape or be used to cast spells while maintaining invisibility, and normal invisibility rules apply to spell casting and combat.

If the dwarf is a cleric the following power may be employed once each day in addition to the above powers:

1. **Fly** - bearer flies at the rate of 60 feet per round at an altitude of no more than 100 feet above the surface (includes water and quicksand). If the cleric flies over a ledge or cliff he will float down at 60 feet per round until a minimum altitude of 100 feet is again achieved. The weight-carrying limitation of flying is 150 pounds of gear or other things (including a living creature). The cleric's own gear does count but not his own body weight. Duration on continuous flight is one hour. Flying is limited to one flight per 24-hour period.

The Rod has other forms that may be employed by good dwarven and gnomish fighters and clerics. Each change takes a full round and the Rod cannot be used during the change process. The Rod must revert to rod shape before it can change into another form.

1. Become a suit of **Chain Mail +2**. The Rod will remain in this form for up to one full day. The armor will not form over studded leather or any metal armor. The covering of the armor takes one full round and another full round to change back.
2. Become a **War Hammer +2** (1d6+1 weapon damage, +2 or +4 magic bonus) that can be used for hand-to-hand combat or thrown up to 60 feet with no range penalty. If it hits an opponent, whether it causes damage or not, it will automatically return to the caster. It will automatically return to the

thrower three times each day if there is a complete miss.

3. Shape change into a **Shield +3** that will absorb all **Magic Missile** or **Magic Stone** spells. There is no duration limitation on the shield form.

The Rod is immune to energy attacks, including dragon breath, that do 72 or fewer points of damage. Finally artifact level weapons (such as Thor's Hammer) or weapons that are +4 or better to hit and damage can also damage a Rod, as can a **Disintegrate** spell.

A Rod gets a saving throw of 2 versus energy attacks, dragon's breath, disintegrate and +4 or better weapons. If the save is failed the Rod is wiped clean of all magic for a period of 48 hours. If the Rod is in another form at the time that form will be retained for 48 hours. During this period another attack by one of these attack forms can utterly destroy a Rod. The second save is a throw of 8 or better. Lesser weapons and energy attacks have no effect upon the Rod.

Each of the seven rods has a Major power that can be employed once each week. Each Rod also has at least one minor power: The known powers are:

Rod #1:

Major: **Dimension Door** with a range of 800 yards for the holder alone, in rod form only.

Minor: *Detect Magic* at a range of twenty feet. The power can exclude known allies touched by the rod. The Rod can be in any form to employ this power.

Rod #2:

Major: **Teleport** without error back to a prearranged location that must be determined in advance, like a battlefield, cave, camp site or place of worship.

Minor: **Walk on Water** at any time the Rod is in rod form.

Rod #3:

Major: **Plane Shift** to the Ethereal Plane with up to three other dwarves. Return to the Prime Material is required within 24 hours.

Minor: see an ethereal doorway or object within twenty feet at any time the Rod is in either rod or hammer form.

Rod #4:

Major: **Wind Walk** (as per the spell) the holder only for a distance of not to exceed one hundred miles.

Minor: Summon a Whirlwind. The whirlwind is 3+3 HD, AC4, attacks once per round for 3d4 points of damage, can only be struck by magic weapons, must remain within 120 feet of the summoner, and has 27 hp. The summoner must concentrate on maintaining control of the whirlwind, which dismisses immediately if concentration is broken.

Rod #5:

Major: **Cure Disease** in up to three dwarves (including the holder). These cures must occur in continuous rounds.

Minor: Cast one **Continual Light Sphere** of 20 feet diameter. The light sphere can come into being within sixty feet of the rod holder. The sphere will remain in the exact place it is cast and cannot be cast on an object or being.

Rod #6:

Major: **Neutralize Poison** in an individual human or demi-human of the holder's choosing (including himself.

Minor: the Rod holder can slow poison in up to four dwarves, gnomes or humans for six hours by touch once in a 48 hour period. The holder has ten minutes to slow the poison in more than one figure.

Rod #7:

Major: **Raise a dead dwarf or gnome** but that power is usable only once a month.

Minor: Grant **Telepathy** to one good dwarf or gnome for a period of three hours. The touched figure can travel to a distance of 1,000 yards and still have the Telepathic ability.

Combination Powers

When three or more of the Rods are within twenty miles of each other, measured from any of the Rods, additional powers are gained:

1. The dwarves holding the Rods can telepathically communicate with the other dwarves having a Rod in any of its forms for a period of one hour each day.
2. The Cure Wounds ability is double strength, e.g., curing is 2 hp per round to a maximum of 36 points per day.
3. Flying is at 120' per round with a 2 hour duration.
4. Invisibility may be invoked three times per day.
5. In Shield form, the Rod will also absorb up to 30 points of energy damage (e.g., fireball, lighting bolt, dragon breath, etc.) once per 24 hour period.
6. The range for detecting orcs, goblins, and hobgoblins increases to 1 mile.

Gold piece value: at least 45,000 gp. To a Dwarven cleric the value begins at 65,000 gp. These Rods are minor artifacts but have no adverse powers if used by a dwarf or gnome of good alignment.

Cursed Sheath of Destruction

by Bryan Fazekas

This finely engraved sheath radiates strong magic when detected for. All tests show it to be some type of magical sheath. Non-magical swords may be kept in it with no no ill effects.

However, when a magical sword is placed in the sheath a crackling noise is heard. The sword's magic is drained from it and the sheath crumbles to dust, leaving the possessor with a non-magical sword and no sheath to keep it in.

Quill of Scroll Creation

by Bryan Fazekas

This enchanted writing implement is of great use to any spell caster attempting to inscribe a magical spell scroll. It gives its user a 10% bonus to the chance of successfully writing a spell onto a scroll.

If the quill is used along with a special ink that is attuned to the item, the chance of success in the preparation of a scroll spell is increased by an additional 10%. The manufacture of this ink is a costly and time-consuming process, taking at least a week and requiring ingredients of at least 1,000 gp in value to make enough ink to last for six usages. This special ink must be mixed with the ink that a particular scroll normally requires. A bottle of this ink may be found along with the quill, but the ink will never be discovered by itself.

The quill degrades with usage and will eventually wear out. There is a 1% cumulative chance per usage that the quill will break at the completion of the writing of the spell. Note that each attempt to inscribe a spell, successful or not, counts as a usage.

The Wreck of *The Stalwart Lady*

by Andrew Hamilton

This is a short adventure for a party consisting of 4 to 8 characters of 3rd to 5th level. The experience gained in this adventure is 9,807xp. This includes 3,916 xp for monsters (not including wandering monsters), and 5,891 xp for treasure. Note that not all xp may be earned.

Setup

The Stalwart Lady is a ship often referred to in legends and tales told by treasure hunters. The tales claim that when it disappeared the ship was carrying a great treasure: hundreds of ingots of precious metal and a magical goblet said to provide immortality to anyone who drank from it.

Many have looked for the wreck of *The Stalwart Lady*, but none have found it. An aging (and rich) person interested in obtaining the **Goblet of Eternal Youth** may hire the adventurers to locate it. Through the use of divination magic the patron has determined the wreck's approximate location. He hires a ship and the adventurers to crew it, and then he sends them on a treasure hunt.

Traveling along the shore after a storm, the party comes across a coral-encrusted bronze figurehead, a stern female warrior with her arms crossed, jutting above the surface of the water. The resemblance to the figurehead of the legendary ship The Stalwart Lady is remarkable. Perhaps the wreck lies under the waters of this sheltered bay.

Wreck Location

This wreck, approximately 150 years old, lies on the bottom of a bay protected by a point and a reef. The water level varies between 10' and 20' in depth (depending upon tides). The bottom is sandy, with occasional rocky reef outcroppings, and there is a cover of sea grass across the entire bay. There is little in the way of hiding places. The location of the wreck is not evident, and a searcher must know what to look for or be aided by magic to find it.

Wreck Condition

The wreck was been broken up by the unceasing pounding of waves over the centuries, and the debris has either washed away or been buried beneath the sand of the sea bed and a carpet of sea grass. A pile of debris (about 12' wide, 40' long, and 3' high), consisting of what remains of the ballast and very bottom of the hull is surrounded by a debris field approximately 150' in radius. The sand covering the wreckage is 1' to 5' deep.

While the wreck lies in shallow, clear, warm water, recovering the treasure is no simple feat. Even after the debris field has been identified, sifting through the entire area—which measures 70,000 square feet or seven hundred 10' by 10'squares—will be time-consuming. For game purposes, assume that it takes 30 minutes to search a 10' by 10' section (twice that if a searcher is diving from the surface). Two searchers will halve the time, and three will cut it to 10 minutes. No more than three searchers can work a 100-square-foot area. A party of three searchers working from a long boat or skiff will require a total of 117 hours to search the entire wreck site.

1d20	Treasure Found
1-2	10d10 gold coins
3-5	20d10 silver coins
6-9	30d10 copper coins
10-12	1d4 silver ingots
13-15	2d4 copper ingots
16	1 gold goblet
17	Goblet of Eternal Youth
18-20	nothing

For each time period of searching, roll 1d4 times on the following table. Once the maximum items of a type have been found, report "nothing" for that roll. An area may be searched up to six times, after which all results will be "nothing found."

Occupants and Threats

In addition to the aquatic environment, treasure hunters will have to contend with a number of threats that reside in the bay.

The bay is home to giant crabs which conceal themselves in the sand and sea grass. The crabs (normally encountered in groups of 1d3) will sense combat and come looking for fresh carcasses to eat. Once a fight is under way, 1d2 crabs will arrive each round until a total of 12 have been encountered.

Giant Crabs (12): AC 3; HD 3; MV 9"; ATK 2; Dmg 2d4 (x 2); SA surprise 4 in 6; SD nil; MR Standard; AL N; Size L (4'+ diameter); XP (35 + 3 xp/hp). HP 12, 16, 16, 15, 13, 12, 13, 13, 15, 10, 16, 12

Clumps of strangleweed (3 to 4 HD) grow among the sea grass. The strangleweed does not attack the giant crabs, and most of the other denizens of the bay have learned to avoid it. However, any PC who swims through or above the strangleweed will be attacked by the aquatic vegetation.

Large Strangleweed (4): AC 6; HD 4; MV nil; ATK 1; Dmg special; SA strangle; SD entangled victims strike at -2 to hit; MR Standard; AL N; Size L (4'+ diameter); XP (60 + 4 xp/hp). HP 22, 18, 22, 17

Small Strangleweed (10): AC 6; HD 3; MV nil; ATK 1; Dmg special; SA strangle; SD entangled victims strike at -2 to hit; MR Standard; AL N; Size L (4'+ diameter); XP (35 + 3 xp/hp). HP 12, 7, 12, 6, 17, 11, 14, 16, 12, 9

Several extremely large barracuda (2 to 3 HD) cruise the bay, preying on the plentiful reef fish. The barracuda ignore and avoid PCs until one of them is injured (such as during a fight with giant crabs) or struggling (as would be the case when a PC is caught by strangleweed). The barracuda tend to dart in and bite, then dart away, using hit-and-run tactics rather than engaging in a combat or feeding frenzy.

Giant Barracuda (2): AC 6; MV 30"; HD 3; ATK 1; Dmg 2d4; SA nil; SD nil; MR Standard; AL N; Size L; XP (35 + 3 xp/hp). HP 18, 16

Normal Barracuda (7): AC 6; MV 30"; HD 1; ATK 1; Dmg 2d4; SA nil; SD nil; MR Standard; AL N; Size S; XP (20 + 2 xp/hp). HP 6, 3, 6, 4, 7, 4, 8

Finally, buried deep in the sand and mixed in with the debris are skeletons. These skeletons can't be turned since they are part of the wreck, and are heavily calcified and covered with coral growths, resulting in AC and HP bonuses (-2 to AC, +4 hit points, +2 to hit and damage rolls, and no penalties for underwater combat). If destroyed, the skeletons reform each night and unerringly home in on any missing treasure. They can only be destroyed if their remains are burned with a piece of the wreck.

Wreck Skeletons (13): AC 5; MV 12"; HD 1+4; HP 12 each; ATK 1; Dmg d6+2; SA +2 to hit; SD immune to sleep; charm and cold; ½ damage from piercing and slashing weapons; reform each night; MR standard; AL N; Size M; XP 105 each.

1d6	Encounter
1	1d3 Sharks (HD 4+d4)
2-3	2d4 Giant Crabs
4	1d4+1 Barracuda
5	1 Giant Octopus
6	DM's choice (crabmen follow the scent of silver to the dig, a storm kicks up and reburies the wreck, sea lions wander in, pirates appear, mermen hunters investigate, etc.)

The DM should note that digging through the sand to unearth the wreck will attract a lot of the wrong kind of attention (sharks, additional giant crabs moving into the area, surface dwellers that witness the activity, etc.). Once all of the resident threats have been removed, adventurers will be able to hunt for treasure undisturbed for three days. After that time, four wandering monster rolls should be made each day: morning, noon, afternoon/evening, and night, with a 1 in 10 chance of an encounter.

Treasure

After a lot of hard work, an adventuring party will be able to recover the following treasure, searching the debris field as indicated above.

- 1,125 gold coins
- 3,643 silver coins
- 6,727 copper coins
- 247 copper ingots (50 lbs each)
- 36 silver ingots (50 lbs each)
- 4 gold goblets (each worth 350 GPV), one is the **Goblet of Eternal Youth** (4 charges) (3,000 xp value)

The total weight of the treasure is nearly eight tons, making it a challenge to collect and return to a home port. This treasure-hunting expedition is best undertaken from a ship or shore base.

Loose Ends

Adventurers who recover the treasure from a shipwreck as famous as *The Stalwart Lady* and brag about it will gain a certain level of fame and/or notoriety, resulting in the wrong kind of attention from thieves, con-men and tax collectors. In short order the party may find that their wealth has evaporated.

If the party was hired by an aging patron, they will be rewarded for returning with the goblet. Assuming that the elderly patron survives the effects of the potions of longevity, the party may now find themselves with a young patron who has a lifetime of grudges to settle and dreams to achieve. Of course the patron may have family that is not happy to see their inheritance pushed off into the future, and they may take their frustrations out on the adventurers responsible for the situation.

The coins found date back to a previous government, and attempting to spend them will raise questions. Officials will make inquiries and are likely want to know where the coins were found and demand a "finders" tax. Unofficial questions may result in robbery or kidnapping to find out if there is more treasure.

Goblet of Eternal Youth

Two versions of the Goblet are presented here, the author's and a friend's. The DM can choose which to use.

Version 1: The **Goblet of Eternal Youth** is a much sought-after item, as it is (falsely) rumored to provide eternal life to its owner. The Goblet stands about 8" tall, has an oddly broad shape, and holds one pint of liquid. Scenes of humans and human-like beings reaching up to the sun are etched on the sides.

To use the Goblet, fill it with any potable liquid and let it stand for one round. The liquid will begin to bubble and smoke and will give off an pleasant, citrus odor. The imbiber must quaff the entire contents within the next two rounds to receive all of the results of an **Elixir of Youth**. Each such drink will reduce the number of charges by one.

A fully charged Goblet has 24 charges, but a randomly found Goblet will have 1d20 charges. When the Goblet runs out of charges it will crack and splinter. There is no known way to recharge this item.

Version 2: For an item that promises life the **Goblet of Eternal Youth** has indirectly caused much death due to the fighting and murdering of those who covet it. The Goblet stands about 8" tall, has an oddly broad shape, and holds one pint of liquid. Scenes of humans and human-like beings reaching up to the sun are etched on the sides.

To use the goblet, fill it with any potable liquid and let it stand for one round. The liquid will begin to bubble and smoke and will give off an unwholesome odor. The imbiber must quaff the entire contents within the next two rounds. The item has a small number of charges and this will consume one, reducing the imbiber's age by 4d6+6 years.

If the Goblet is used again by the same imbiber within one year, the previous effect will be reversed and the imbiber will age an additional 3d6 years.

When the Goblet runs out of charges it will appear as cursed to those who have the means of detecting cursed items. The next use of the Goblet will age the victim by 4d6+6 years, and the item will gain 2d4 charges and function as it originally did.

Creature Feature I: Ecology of the Siren

A New Approach to a Mythological Creature

by Nicole Massey

The first sign there was trouble was when one of the day crew, a rigger named Norval who was telling a tale around the scuttlebutt to three of the deck crew, fell to the boards with a long nasty dart in his throat. Tom was up in the rigging at the time while Score was sound asleep on the main deck, as there was no ship cabin big enough for his bulk. Helen, Kara, Jod, and Smith were down below in their cabins.

The ship's minstrel blew three fast blasts on a horn, and a general hue and cry rang out from all over the caravel as the day crew grabbed weapons and slid into their mariner's leather armor (if they had it). The night crew roused themselves and got their bearings before emulating the day crew. As Score shook himself awake, Jod and Kara came up on deck. Kara spied the downed sailor and called out, "Helen! We've got a man down!"

Come into the water where you'll be safe.

Kara shook her head to clear it and then said, "Watch out, they have telepathy." She looked around and saw them, about a score of them floating in the water some sixty feet from the port rail. She turned and raised her hands, the dozens of bracelets clinking together and her fingers laden with rings. She shook her head to clear the telepathic words once more and recall the arcane words she was about to speak, the sound of her multiple earrings jingling and clicking together drowned out in the hubbub of the crew preparing for battle.

Her words slipped through the mind like a well-oiled chain on the anchor capstan. When she flicked her finger the small ball of tar flew out and landed in the middle of the group of gray-skinned creatures, each beautiful or handsome by human standards. The explosion of flame and steam engulfed them, and their song turned to shrieks of pain as the words in the mind stopped.

The captain roared, "All hands, put yer backs to the halyards, and get this tub moving! We're in siren waters, and if you don't make haste none of us will touch land again!"

Score looked up, saying "Tell me" to a sailor, and then listened as the man spoke fast. The brawny ogre grabbed the mainsail ropes in his huge hands and pulled. The ship lurched, then pulled away from the swimming menace as the wind caught the tighter sails and picked up speed.

Up on the main yardarm Tom cried out, "Watch out, we've got one on board. Jod, he's behind you!"

Jod slid his cruel broadsword out of his scabbard, then turned to face the siren. As the finned amphibian lunged for him, Jod slammed the pommel of the sword into his head, knocking him unconscious. Jod, his deep voice

a rumble and his words slow and thick, said "Questioning. I want answers."

As Helen ministered to the head wound, Kara stood over the bound siren. She had her ESP spell ready if she needed it, but she hoped it wouldn't be required. Behind her Jod, Tom, and the ever silent Smith stood, waiting, and with Jod and Smith ready to smite the siren if anything odd started happening.

The siren woke up. His eyes, dark violet in color, flashed open and then closed.

Kara said, "I know you understand our language, so tell us why you attacked our ship."

The siren sighed and then said, "This ship killed one of the elder brothers."

Jod said, "Elder brothers?"

"You call them whales. They are our friends. They are sacred and wise. The ones responsible for the killing must die for their crime."

Kara nodded. "Rest. I need to talk to the captain."

She returned with the captain moments later. The captain said, "I don't know what yer talking about. I just bought this ship two moons ago, and I don't know nothing about any use of her as a whaler."

"Our lore is clear. The name is true, and so is the keel. This ship is the one." The siren sounded tired and resigned.

The captain said, "I didn't kill no whale. And this is a new crew. I ain't done nothing to you folk or yer whales."

The siren sighed, his eyes still closed, and said, "Perhaps. Those who live above the waves often lie. Open your mind to me."

The captain looked frightened, but Kara said, "Do it, unless you want to face them again and again. And remember, we're passengers. We might not be here next time."

The captain waited for about a minute, his face showing his deliberation, and then said, "Okay, if it'll keep ye from messing with my ship."

The siren composed himself, then several emotions played over the captain's face. As he relaxed the siren said, "It is true as he said. If you will let me go I will notify the lore singers."

Helen said, "Are you fit enough to travel?"

"I will make it. I need rest and time to heal, but I will survive. Please release me."

Kara looked at the captain, who nodded, and then left the room.

The siren said, "I am called Kehlay. You are fair and just people, and I would know your names."

As the group told him their names, Kara had a feeling that this was somehow significant.

Kehlay turned to Kara. Emphasizing the first syllable of her name hard, she said, "Kara, you did something to my group in the water. What was that?"

Kara said, "It was my magic. I know how to summon fire."

He nodded. "I've never seen anything like it before. It is powerful. That one action probably saved those on this ship."

Kara brushed her left hand over her Mohawk, something of a nervous habit. She disliked being the center of attention. "I did what needed doing. We haven't harmed your people. You threatened us and harmed one of our crew, so I had to act."

He nodded. "You are like us in some ways. Now, may I return to the sea?"

Minutes later, as Kara and Tom stood on deck, they saw him break the waves for the last time and disappear into the deeps. Tom said, "Interesting folk."

Kara nodded. "Yeah, but I won't be inviting them to dinner."

Behind them Score said, "Agreed. Don't like fish."

* * *

Although the siren is referenced in the *Monster Manual* as a coastal variant of the harpy—and that is of course a perfectly workable approach to the mythological creature—this article details another approach, one that might be better

suited to a player character or non-player character.

Siren (Homo Cetacea)

Frequency: Uncommon
No. Appearing: 1–3 or 15–40 (5d6+10)
Armor Class: 6
Move: 12"//18"
Hit Dice: 1+1
% in Lair: 35%
Treasure Type: C, R
No. of Attacks: As per weapon
Damage per Attack: As per weapon
Special Attacks: See below
Special Defenses: See below
Magic Resistance: none
Intelligence: high and up
Alignment: True Neutral
Size: M (5'-6')
Psionic Ability: In some members of the race, calculate normally with 50% better chance for psionics
Attack/Defense Modes varies in normal distribution
Level/x.p. Value: 179+2/hp or by level
Climate: Sea
Organization: Tribe
Activity: day
Diet: Omnivore
Morale: Average to Fanatic, depending on the clan
Modifiers: S: -2 I: +1 W: +1 D: +1 C: -2 CH: +1 Co: +1

Description: At some point in ancient history, the fish got tired of the sea and started growing legs. Some of them decided to take up residence on land. From time to time, some decided that living on the land was not all it was cracked up to be. The result was Merfolk (Homo Aquarius Icthae), Selkies (Phoca Hominus Vitulina), and Sirens (Homo Cetacea). The sirens can best be thought of as the missing link between the dolphin and mankind.

Sirens are physically like humans, for the most part. Their skin is very similar to that of a dolphin, with a hard leathery feel to it and a slight gray tinge in color. Their hands and feet are webbed, and they have a short fin on their backs that is very flexible and can lay against the skin when they are clothed. Their hair tends to be blonde or black, though it has either a greenish tinge or a slightly rusty color. Eyes are violet, green/blue hazel, green, or blue, ranging from forest green to olive and almost midnight blue to ice blue.

They also have a dual breathing apparatus, with respiration through either the throat or a blowhole behind and above the ears. Sirens sometimes sleep in shallows, and they will instinctively change breathing paths if they roll in the waves. Sirens micro-nap when near the surface, though they prefer sleeping in undersea caves. (This micro-napping makes them 60% resistant to sleep spells) Sirens never sleep outside of a cave unguarded, so they utilize watch shifts for mutual protection. They also have rudimentary gills, though they're not well developed, so they tend to use them only on short jaunts, like swimming to their underwater caves and caverns. Sirens are found up to about 200 feet under the water, below which they start losing performance. Siren metabolism doesn't suffer the same problems as humans and other land creatures regarding nitrogen in the bloodstream, what is known as "the bends."

Sirens by nature are not ugly; all of them are attractive and fit, and you'll never see a fat one. This is an illusion, as they carry more fat than it seems they do, as they have the typical cetacean fat layer needed to keep warm, so the reality is that they don't seem overweight. They live on a mixture of fish and plant life, and they can subsist on most things normal humans can eat. The average siren will eat six to eight small meals a day.

Sirens live in coastal waters and around islands, inhabiting caves with mouths under the water line. They can live in open sea, but they only do this if they're migrating. They are truly amphibians, preferring to spend time in the water near their friends but also capable of living on land in climates with high humidity. Without considerable moisture, their skin can dry out if not cared for meticulously. They do not tan or sunburn, and their blush is much more subtle than that of a human or demi-human.

Interaction is interesting with sirens. They are generally friendly with most seagoing mammals. Sirens revere cetaceans. They speak the languages of the dolphins and whales and spend much time with them. The whales are viewed as great elders, while the dolphins are treated less formally. They tend to be distant and aloof when interacting with aquatic intelligences other than mammals.

In the water, there are no civilizations to develop, so the place to grow is inside the mind. Sirens, challenged by the language of the whales and dolphins, developed great strengths of the mind, including telepathy and other forms of psionics. This was originally used to communicate with the whales, dolphins, and each other. However, it took a darker purpose later on.

Sirens dislike sharks but are not particularly concerned about them. Not much in the sea can harm a well-armed siren, and since they are masters of telepathy and telepathic projection, they can usually misdirect any foes.

Sirens hate humans and orcs, as these are the only two species that hunt whales. (Dragons will sometimes pursue a whale, but rarely will they catch it. Drow have been known to hunt whales, but their above-ground activities are so limited as to represent an inconsequential effect on the population.) They see humans as creatures of little worth, so they will not speak a human's name until the human does something of value in the siren's mind. In fact, sirens consider most humans to be enemies that should be wiped off the face of the earth as soon as all of the orcs are gone. That said, they will prioritize, focusing for now on those who hunt whales and have participated in "seas of red and pain" before taking out a landlubber who has never been within a hundred miles of the coastline.

Sirens live in tribes of 15–40 adult members, splitting off into two tribes when the number exceeds 40. They're further organized into clans named after the particular type of whale that the clan prefers to interact with.

Different clans have different mind-sets. For example, the Blue Clan is a very old, very conservative clan that does things very slowly. In contrast, the Grey Clan has produced the classically known sirens that lure sailors to their doom, and the Orca Clan regularly sends raiding parties inland to kill orcs.

A siren tribe consists of 15% leaders (chief and other leadership, one or more shamans, and one or more tale-spinners), a third to half warriors, and the rest common sirens.

Sirens hunt in bands of three or multiples thereof, and each band will have a leader of third to fifth level over two hunters of first or second level. If there are four or more hunting triads, then a hunting leader of sixth to ninth level will be present. Shamans are the spiritual leaders of the tribe as well as the primary interface with the whales. Tale-spinners are third to seventh level minstrels who keep the history of the tribe and clan. [Author's note: Until the *Tome of Arcane Magics* is published (forthcoming from **&** Publishing), use the revised Bard class from Dragon #56 – Singing a New Tune by Jeff Goelz, page 5)

Any siren who reaches the age of 40 is deemed an elder and accorded great respect. Tribe leadership will often ask him or her for counsel, including determining when customs are broken and if a tribe will join other tribes to wage war against those who kill them and the elder brothers.

Though tribes are fairly autonomous, they band together for raids against those who kill sirens or whales. In this case the hunters from 5–10 tribes will unite to perform a raid.

Gender is a complex issue with sirens. Like many primitive cultures, a siren's gender is not strictly biological, some will act as the opposite gender. Cross-gendered sirens are treated as the gender of their preference; this is accepted as normal in siren culture.

Sirens are mated in triads of two identified as female and one identified as male. At least one of the three must be a different gender from the other two. Siren males and male identified females wear a spare loincloth that keeps out of their way in the water, while females and female identified males wear a garment that ties behind the neck, covers the front of the torso, and goes down between the legs to

return up to the waist, where it T's out to two ends that can be tied in front. These garments are made out of the hides of sea creatures or by weaving undersea fiberous plants into a greenish cloth with pearlescent shimmers. Sirens tend not to wear much jewelry under the water, but will adorn themselves like any land creature when residing above the water.

Infants have no names: Mortality is too high to name infants, so they are called by their mother's name and an identifier—for example, Tal's girl or Der's second child. When they learn to speak, they are given a name. When the child chooses a gender role at their rite of passage, they are given another syllable. Females and those identified as female always have their first syllable accented; males (and biological females who choose to act as males) have the second one accented. If the person takes a leadership role in the clan, a third syllable is added which is never accented. "Ah" means elder (which takes precedence over other titles), 'Ray" means shaman, "Nal" refers to a tale-spinner, and "Yo" means leader. The word Kya (**kigh**-yah) is reserved for the head leader. All siren name elements are gender-neutral, and leadership roles can be filled by either gender.

Table 1. Siren Clans

Clan	Attitude Toward Humans, orcs, and other creatures
Beluga	Open hatred. Deal with specific incidents swiftly and directly.
Blue	Tolerant unless their whales are attacked. Very slow to act.
Bowfin	Open hatred. Deal with specific incidents swiftly and directly.
Bryde's	Growing hostility. Deal with specific incidents directly.
Cachalot	Still mostly untouched, but wary of humans and orcs.
Culver's	Still mostly untouched, but wary of humans and orcs.
Fin	Growing hostility. Deal with specific incidents directly.
Giant Bottlenose	Still mostly untouched, but wary of humans and orcs.
Gray	Open violent hatred. Gray clan will hunt humans and whaling ships. They kill all orcs on sight.
Hector's	Growing hostility. Deal with specific incidents directly.
Humpback	Open hatred. They hunt all ships but will not go after humans on land. They actively go after orcs on land.
Minke	Growing hostility. Deal with specific incidents directly.
Narwhal	Open hatred. Deal with specific incidents swiftly and directly.
Bottlenose	Still mostly untouched, but wary of humans and orcs.
Orca	Orca don't like any creatures other than sirens, and tolerate other siren clans as weak but still family. Orca hunt humans and destroy ships. They really hate submersible vessels, and will attack surface dwellers using magical means to move under water on sight. They perform regular raids against orcs, using mental attacks and burning entire settlements.
Pilot	Growing hostility. Deal with specific incidents directly.
Right	Open hatred. This clan sinks whaling ships.
Sei	Growing hostility. Deal with specific incidents directly.
Shepherd's	Open violent hatred. Hunt humans and whaling ships, and kill orcs on sight.
Sperm	Open hatred. This clan sinks whaling ships.
Strap-toothed	Still mostly untouched, but wary of humans and orcs.

Table 1 lists the most commonly encountered clans along with background information regarding how they act.

Siren Characters

Sirens tend to be physically weaker than humans so they have a two-point penalty to strength. Exceptional siren fighter types may have 18 strength for males and 17 for females, but this is uncommon. Sirens have a one-point bonus to intelligence with a maximum of 19. Likewise they have a bonus of one point for wisdom (19 maximum), and the same for dexterity. Sirens are less hardy, however, so they take a two-point penalty to constitution, and they can reach an ability score of only 16 in that attribute without magical enhancement. Sirens also have a one-point bonus to both charisma and comeliness (if used), again with a 19 maximum. Sirens have a 50% greater chance for psionics than normal characters.

Sirens have infravision to sixty feet. When underwater they can sense current flows and hide in underwater environments like an aquatic elf. (See "Children of the Deep," page 28, *Dragon Magazine* #116 for details.) Sirens attack with a +1 to hit when using a trident, harpoon, or net in any environment, and they gain an additional +1 when using these weapons underwater.

Sirens can hide in marine vegetation so well as to become almost invisible to onlookers (75% chance plus 1%/level). They can identify dangerous marine life such as aboleths and kelpies 90% of the time, and they know how to swim quietly through the water so as not to attract the attention of seagoing predators (one in six chance). They have a 75% chance to detect caves and caverns underwater within sixty feet by the feel of the water currents around the cave mouth, and they have a five-in-six chance to correctly determine the direction and temperature of any current they find as well as if it's natural or created by some creature or other artificial force.

Sirens speak their own tongue, common, and the language of the elves, including all standard dialects except Drow. They also speak orcish, the languages of whales and dolphins, and may learn an additional language for every point of intelligence over14. (This is, of course, above and beyond any languages learned as a function of their profession.)

Sirens can be druids, healers, fighters, dancers, mariners, swashbucklers, magic-users, illusionists, psionicists, thieves, rogues, minstrels, or entertainers. Some very rare sirens can also be sages, though this is very uncommon as almost all lore in siren culture is held in songs and poems, not on paper. Sirens may not multi-class, though they can be dual-classed characters as per the *Players Handbook*. For those using level limits, sirens are limited to seventh level in druid, healer, magic-user, and illusionist, and ninth level for fighter, dancer, mariner, swashbuckler, thief, and rogue. Sirens are unlimited in advancement as minstrels and entertainers.

Author's Note: All classes not found in the *AD&D Players Handbook* or in *The Dragon* will be found in the *Tome of War* or the Tome of Arcane Magics, forthcoming from & Publications.

As mentioned before, sirens hate humans and orcs, and by extension also hate half-elves and half-orcs. They have antipathy toward alu-demons, cambions, drow, and half-ogres. They tolerate dwarves, grey elves (as well as valley elves) and high elves. They are on good terms with aquatic elves, halflings, winged folk (*Dragon* Issue #51, p18, "The Winged Folk" by William Lenox), and both wild and wood elves. All other races are neutrally viewed, save their own race, which is of course preferred.

If sirens make the roll for psionics then there is a 50% chance that they will have Empathy as their first minor discipline and Telepathic Projection as their first major discipline. Roll these first before rolling any other dice for determination of psionic skills. Domination and Mass Domination are also common, at a 25% chance for each, so roll for these four first and then determine other psionic abilities as per the *AD&D Players Handbook*. Note also that since Sirens are part of a psionic culture they don't gain additional psionic abilities by level, but instead have them all at the start. (this of course makes them more formidable)

For determining attack, defense, and psionic abilities use the normal tables. Sirens will favor attack modes in this order – a, e, d, b, c. They will always have Mind Blank, of course, so their further defense modes are, in order of preference, g, i, h, j.

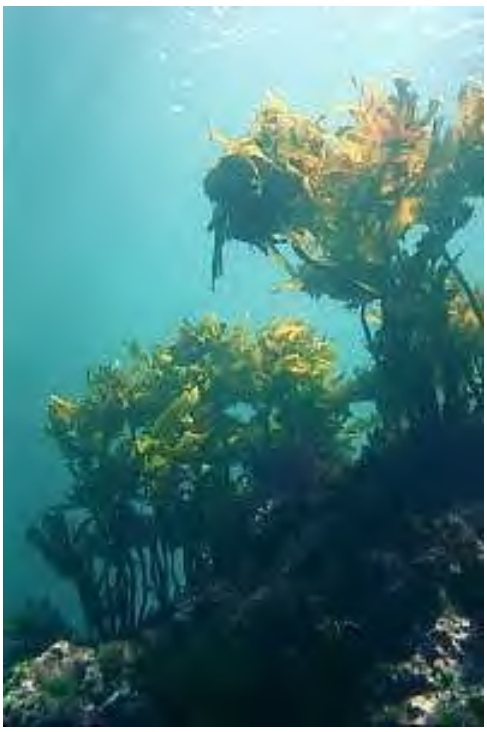
Use the table below to randomly select minor and major abilities:

Table2. Minor Psionic Abilities

Roll	Minor
01-50	Empathy
51-75	Domination
76-77	Animal Telepathy
78	Body Equilibrium
79	Body Weaponry (excludes magic-users)
80	Cell Adjustment
81-82	Clairaudience
83-84	Clairvoyance
85	Detection of Good or Evil
86	Detection of Magic
87	ESP
88	Expansion (excludes clerics)
89-90	Hypnosis
91-92	Invisibility
93	Levitation
94	Mind Over Body
95	Molecular Agitation
96	Object Reading (excludes thieves)
97	Precognition
98	Reduction (excludes clerics)
99	Sensitivity to Psychic Impressions
00	Suspend Animation

Table 3. Major Psionic Abilities

Roll	Major
01-50	Telepathic Projection
51-75	Mass Domination
76	Astral Projection
77	Aura Alteration
78	Body Control
79	Dimension Door
80	Dimension Walk
81	Energy Control
82	Etherealness
83	Mind Bar
84	Molecular Manipulation
85	Molecular Rearrangement
86	Probability Travel
87	Telekinesis
88-91	Telempathic Projection (excludes fighters)
92-96	Telepathy
97	Teleportation
98-00	Shape Alteration



Creature Feature II: The Undertoad

by Nicole Massey

Tom looked out the window. "*Still snowed in*", he thought, sighing. At least they had a couple of priests who were creating excellent food for everyone. But he had work to do: The Black Earl's plans wouldn't stop just because he was stuck in an out-of-the-way inn.

The conversation died down, and Tom felt it was a good time for another story. He walked over to a chair, stood on it, and said, "So, has anyone here ever heard of a creature called an undertoad?"

The perceptive bard said in a baritone growl, "Don't you mean undertow?"

Tom shook his head. "No, Undertoad."

One of the barmaids said, "It's a myth, something to scare children at the beach."

Tom smiled. "Not at all. And I know, because I saw one."

* * *

The first they knew something was wrong was when something grabbed Smith. He was thigh deep in the water of the Atlan sea, holding the end of a mace. He was finishing up to cool it when he grunted and swung the mace at something underwater.

Jod jumped up and grabbed his broadsword, his most prized possession. It was amazing how much that family weapon, recently recovered again, sharpened his wits.

Smith disappeared under the water and then rose up again about ten feet deeper in, struggling and whacking something with the new mace like he was trying to put out a fire with it. He still didn't say anything.

A huge jet of water shot up about ten feet behind him, making a curve over the ocean that brought out dozens of little rainbows.

As Jod splashed toward Smith, Score levered his massive body up, grabbed his bastard sword, and said, "Good. Was getting bored."

Tom looked on, helpless, and then heard the sound of jingling beside him. That could only be Kara's bells and jewelry. She raised her hands and weird syllables flowed out of her mouth, and Tom watched as the water dropped and some sort of ugly creature, looking like some cross between a toad and a whale, was revealed.

Kara saw Smith struggling at the edge of the creature's gargantuan maw, something pink and slimy wrapped around his leg. She turned, cast another fast spell, and Smith's hammer floated over to him, tapping him on the shoulder. He turned, grabbed it, and struck the creature furiously with it. The creature tried to back off, not losing its grip on Smith.

Score and Jod resolved the problem in a concerted effort as they swung together and hacked the thing's tongue off. It squealed a sound like rusty iron wheels on an ore cart and backed away, trying to get under the water. Jod and Score grabbed Smith, who grabbed the fallen mace, and brought him back up to the shore. They were just in time, as a huge jet of water struck them right as they were getting back on dry land. When they got up it was gone.

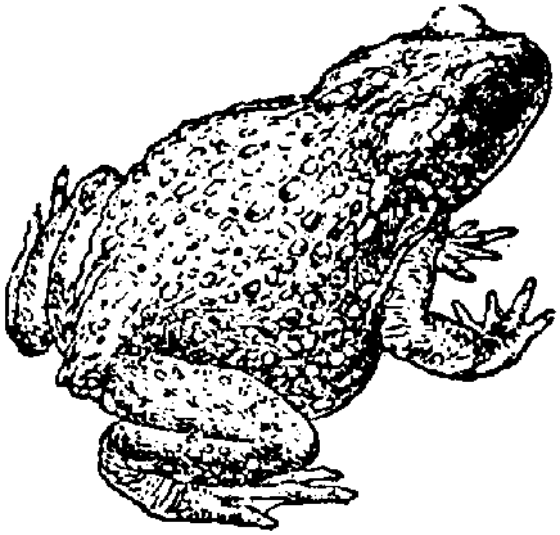
* * *

Tom said, "It took us hours to get that sticky tongue fragment off Smith's leg. Before the water came up I noticed a lot of metal lying there, most of it pieces of armor metal, but there were a couple of daggers, a lot of coins, and a good short sword. The scabbard was ruined, but as you can see here, the sword is still good."

Before Tom could say anything the bard strummed his lute and sang, "Beware the undertoad, hiding in the sea. Beware the undertoad, hungry for you and me."

The mood lively again, Tom went back to thinking how he could get out of here.

Undertoad



Frequency: Rare
No. Appearing: 1–2
Armor Class: 6
Move: 6" + 6" hop (24)
Hit Dice: 9
% in Lair: 80%
Treasure Type: C
No. of Attacks: 1
Damage per Attack: special
Special Attacks: see below
Special Defenses: see below
Magic Resistance: standard
Intelligence: Animal
Alignment: True Neutral
Size: L (32')
Level/x.p. Value: 2300+12/h.p.
Climate: Amphibious
Organization: Solitary
Activity: Diurnal
Diet: Omnivorous
Morale: Unsteady

Description: Undertoads are amphibious, sea-dwelling creatures found near shores and beaches that look similar to a giant toad. They are colored like beach sand and have some chameleon-like abilities for blending into the floor of the shore or beach. Undertoads have the typical wide maw of a frog, but with rows of baleen like whales, for straining small sea creatures into its gullet. However, the undertoad also has a long, sticky tongue. Like many species of frog, they also have a throat that can swell to extreme sizes.

Undertoads prefer to eat swimmers, especially humans, elves, gnomes, and hobbits. They have a distaste for dwarves but will consume most humanoids. Almost anything that lives under the sea is also prey to their cast-iron stomachs if they can get it down their throat, and they're immune to most nautical poisons.

The way this creature feeds is to suck water into its throat pouch through its baleen plates, then eject the strained water out through its mouth or jet-like holes on the back of its head. Undertoads also have sonar for locating if a creature too big to be strained is being sucked in, at which point the creature opens its mouth and uses its tongue to collect the meal. The jets can propel the undertoad at great speeds, or the creature can expel the water from its mouth, which will blow back any attackers in front of the creature's mouth unless the creature attacking has some way to anchor himself or herself. If the undertoad uses this to dislodge something holding on to it, the creature it is attempting to dislodge gets a roll vs. his or her bend bars score to hold on; success means the undertoad failed to dislodge the creature clinging to it.

In combat the creature has only its tongue, which hits like a lasso. Any creature so ensnared is subject to the crushing attack of this strong, semi-prehensile muscle, which does 1d8 of damage per round, and can crush anything up to and including metal or stone. Undertoads have stomach acids that will eat through cloth, wood, and leather, but won't handle metal or stone well, so eating someone armored in chain or plate armor will give the creature indigestion until the contents of the armor are digested and the smaller pieces of armor can be regurgitated. Rings, splints, or studs are small enough to just pass through the undertoad's intestinal tract after the binding cloth is digested. Metal armor pieces in a pile or scattered on the ocean floor is sometimes an indication that one is present.

Undertoads are solitary creatures except for the rare time when they choose to mate. Undertoad young are deposited in eggs deep at sea, where the mother guards them until they hatch into little tadpoles. Though the eggs are considered a delicacy by many sea creatures, the tadpoles, with their jet propulsion, are too fast to catch and eat.

Undertoads are capable of moving on land but will do so only if very hungry. Their huge size makes them easy targets where they can't camouflage themselves in the sand or jet themselves away from danger.

Friend or Foe: Sardak, the Mad Cleric of Nerull

by Jeremy Dow

Known only as Sardak, this cleric of Nerull (god of death) is truly the stuff nightmares are made from.

He grew up in the Shield Lands of Greyhawk but was orphaned there at age five during the Greyhawk Wars, when the land was overrun by the evil forces of Iuz. His parents were not only slain; they were transformed into zombies. To degrade and demoralize the survivors, they were forced to see their loved ones perverted as undead. Despite his young and tender age, Sardak was not exempt from this cruel mental torture, and it was not without its effects. Seeing his parents shambling about as mindless zombies ,unable to recognize him, was too much for his fragile mind. The experience hardened him so much that he lost all compassion for anything living. After watching him ruthlessly slay a small animal without so much as a second thought—not even for food, but for sheer delight—his captors deemed him worthy to serve Nerull, the god of death, and sent him to be trained in that religion of darkness and murder.

Sardak showed incredible promise to his teachers as he grew older, for his indifference to the sufferings of others was matched by his delight in it. Consequently, they began training him in even darker levels of necromantic spell-casting than they normally taught their students. This grisly education served to make him even more fascinated with death—and undeath. He had no qualms about using innocent people—even those who faithfully served him—for horrific necromantic experiments. Before he turned 18 it became clear that Sardak valued death even more than life.

Once Sardak became a full-fledged cleric of Nerull he was tasked with overseeing the seagoing portion of a slave trade that benefited his religion. The ship he served on was a pirate vessel whose captain and crew sold captives as slaves. In time, however, he grew impatient with what he perceived to be incompetence and inefficiency among both the captain and his crew, so he organized a mutiny to take command of the ship. The crew already feared Sardak greatly, having witnessed his powers and cruelty, so his task of recruiting them to his side was not difficult. The mutiny was no more difficult. Grinning in wicked ecstasy at the captain's pleas for mercy, Sardak held up a wand, spoke a command word, and proceeded to demonstrate to the crew the extent of his powers. To their sheer horror, the captain's bones and entrails were sucked out of his body as the mad cleric pointed the wand at him. The captain's bloodcurdling screams of agony did not last long, but lasted long enough.

Sardak never told anyone where he got his wand, but he was never reluctant to have crew members observe its horrific powers at work, for he knew fear was the key to discipline and control.

In time Sardak put his wand to even more ghastly use. Not only did he use it to extract the bones and entrails from victims, but he also used it to perform some necromantic rituals over the very bones he removed. For some unknown reason, he began stockpiling these bones in the hold of the ship. Over time the bones became so numerous that they hid the floor of the hold. Nobody knew why he collected them, and nobody dared to ask him.

Soon afterward Sardak decided to demonstrate his new creation. He ordered a crew member who had been caught stealing from the ship's stores to be thrown into the hold. A mere command from Sardak caused the countless bones to begin skittering together to form some kind of shape. In a matter of minutes, the bones assembled into a giant humanoid form some nine feet tall, with massive legs and arms, a hulking torso and chest, and a misshapen head. Forced to watch in horror, the crew observed the thief try in vain to escape the undead beast that now lumbered about to catch him. In a matter of minutes, the perpetrator was caught in the

overpowering grip of the bone giant, which proceeded to tear him limb from limb. Even the most hardened pirates wanted to avert their eyes from the gut-wrenching scene of carnage they witnessed, but they knew if they did they would be the bone giant's next victims, so they had no choice but to look on in horror. Those who were sickened paid for their vomit by becoming the next victims of the bone creature. (Sardak brooks no weakness among his crew.)

It did not take long for Sardak's infamous reputation to spread to other pirate ships, whose captains and crew now dread him and avoid his vessel at all costs.

In combat, Sardak has his crew fight for him while he uses his **Ring of Invisibility** to remain undetected, casting spells from a distance. If the fight is going badly for his crew he will retreat to the hold, where he will use his undead bone giant to defend him against enemies. If all else fails and he is cornered, he will bargain for his life. First he will threaten his captors that they are sure to be hunted and slain if his life is taken (likely true). If that fails, he will offer his treasure in exchange for his life and freedom.

Sardak

Level 5 human cleric; AC: 2 (**Chain Mail +1** plus dexterity bonus); HP: 31; #AT: 1; DAM: 1d6+2 (Mace +1); AL lawful evil; Str 13; Int 15; Wis 17; Dex 16; Con 15; Cha 13

Sardak's typical spells per day are:

Level 1: **Command** (x2); **Curse**; **Darkness**; **Sanctuary**

Level 2: **Hold Person** (x2); **Silence, 15' Radius**; **Spiritual Hammer**

Level 3: **Continual Darkness**; **Dispel Magic**

Treasure: **Ring of Invisibility** (worn); **Mace +1**; **Chain Mail +1**; **Wand of Extraction** (has 66 charges left; does the extracting process on live victims; must know command word to operate; only usable by clerics of Nerull).

Using Sardak in the Campaign

The most obvious use of Sardak in a campaign is as an arch-villain whom the PCs are assigned to eliminate. Whether such an assignment comes from the forces of law and order or of chaos and evil is up to the dungeon master. The latter choice is just as likely as the former, as there are many pirate captains and crews that feel Sardak is out of control and has gone too far into evil—even by pirate standards. The PCs could accomplish this task by infiltrating the crew, posing as seamen who feel attracted to the pirate life and have been impressed by tales of "the great and mighty Sardak." Clever players could even pose as individuals who are seeking to convert to Nerull.

Another option is to have Sardak possess some item that the PCs want and/or need. For example, one of his captives might be the son or daughter of a rich nobleman, who has agreed to pay a ransom for his or her release and has asked the PCs to handle the transaction and bring his child back safely. Being as uncaring and pitiless as he is, Sardak might lure the PCs aboard his ship with the promise of making a deal, only to take them prisoner with the intent to sell them as slaves, too—but not until after he accepts the ransom money. This could lead to a memorable adventure in which the PCs must use their wits as well as their fighting prowess to escape, perhaps facing the bone giant and Sardak himself in the process.

Bone Giant

Frequency: Rare
No. Appearing: 1
Armor Class: 5
Move: 6"
Hit Dice: 7
% in Lair: 100%
Treasure Type: Nil
No. of Attacks: 1
Damage per Attack: 1–10
Special Attacks: grapples whenever possible, followed by strangulation
Special Defenses: Regeneration (1d4 hit points per round as bones that get struck off its body

skitter back to it); can be hit only by magic weapons +1 or greater
Magic Resistance: immune to Sleep, Charm and Hold and any other mind-affecting spells
Intelligence: Non-
Alignment: Neutral
Size: L (9' tall)
Level/x.p. Value: 775 + 8 per hit point
Climate: Any
Organization: Nil
Activity: Any
Diet: Nil
Morale: 19–20 (fearless)
Modifiers: S: I: W: D: C: CH: Co:

The Bone Giant is a fearsome undead guardian created by powerful necromantic magic. It is usually used by evil clerics for protection. In its inactivated form, it appears as nothing more than a large pile of bones. When a special command word is spoken or a particular preset condition is met, however, the bones will skitter together to form a nine-foot-tall, humanoid-shaped giant in two rounds. This undead guardian will then fight fearlessly until it or its enemies are destroyed, though it will not pursue fleeing enemies. Whenever possible, it will try to grapple an opponent. If successful, it will then proceed to strangle its victim, causing 2–16 hit points of damage per round. The bone giant also regenerates at the rate of 1–4 hit points per round, as any bones that are struck off its body in combat simply move back on their own to rejoin it.

The Barkeep's Lament (A Sea Shanty)

by Nicole Massey

We left fair Seakeep harbor in the middle of the may, not one of us be knowin' that it twas a fateful day.

and as we watched the flying fish cavorting on the waves, we didn'a know how many there were looking at their graves.

We turned the coast of Baarvia and saw a darkening gloom.

Twas then that our wise first mate saw the color of our doom.

A storm of flashing bolts and rolling rumbles lay ahead, but still we didna ken about how many would be dead.

The skipper cried, "All hands me mates, and make her tight of sheet!"

We did just as he asked of us with speedin' hands and feet.

But fate she is a fickle lass and oft she's not denied, so instead of meeting gale full on it hit us in the side.

Full twelve of our brave hearty souls were fast cast overboard.

The score and four remaining tried to turn the ship to port.

But n'er we hoped to do the deed and eight men o'erboard were tossed, And now with less than half our crew we feard the ship be lost.

Twas then that things there on the sea went from bad to worst, and many men would say that the Good ship Maiden III be cursed, Cause then a horny tentacle came up on the gunnel rail, and Billy Barts our lookout cried, "Ahoy, a Kraken's tail!"

A Kraken's known a nasty beast with hunger for a man, and with those grasping tentacles they take all that they can.

I watched the skipper and first mate be taken o'er the rail, and knew then that our voyage was surely gonna fail.

The Kraken then it raised its head and let a raspy roar, I felt my timbers shiverin' like never they'd before.

I stumbled back and fell into a lifeboat on the deck, and that one action knocked me out and saved me from the wreck.

When I awoke in dark of night the evil storm had fled, and in my rocking jolly boat I raised my aching head.

The sea around me far as sight was scattered spars and planks, and to the mercy of miss fate I gave my heartfelt thanks.

So now you see me at eight bells, a sailing man no more, cause none will take survivors of a shipwreck from the shore.

I tend this bar and hear the tales of men who ply the sea, and know now deep in my heart n'er will it for me.

The Toybox I: Mundane Nautical Items

by Nicole Massey

Score looked at Tom, scratching his shaggy head. "Tom, what all this?"

Tom looked around. "Ship stuff, of course. We have a ship, but it's an empty ship. We need to put stuff in it so we can use it."

Score looked around again. "What we need?"

Tom also glanced around the room. "That, my fine burly friend, is the important question."

* * *

It's rather staggering how much stuff is required to outfit a ship. Here's a starting point, including weaponry, standard naval stores, and the other equipment needed to make a safe journey.

Item Descriptions

Anchor, dead weight: A dead weight, without hooks, with an eyelet on one end, used to secure the location of a ship or boat.

Anchor, dual prong: A large, metal, double-pronged hook with an eyelet for heavy rope, used to secure the location of a ship.

Anchor, single prong: A large, metal, single-pronged hook with an eyelet for heavy rope, used to secure the location of a ship.

Astrolabe: A device designed to determine latitude and longitude using the position of the sun or stars.

Belaying Pin: Wooden pins used on board ship as tie-off points for rope; also can work as a low-grade club in a crisis.

Bell, Ship's: The bell of a ship, used to signal the time, distinguished personages coming aboard, and in hazardous weather. The name of the ship is engraved on the surface or cast into it, and the bell is often made of brass or bronze.

Brigandine, Metal: Similar to scale mail, this is a coat of metal plates sandwiched between layers of cloth or leather. This protects the plates more from coming loose and also makes the armor sturdier and quieter. Popular for sailors, pirates, and brigands, hence the name.

Brigandine, Wood or Horn: Similar to scale mail, this is a coat of wood or horn plates sandwiched between layers of cloth or leather. This protects the plates more from coming loose and also makes the armor sturdier and quieter. Popular for sailors, pirates, and brigands, hence the name.

Chart Table: A table with a hinged top and a storage area under the table to hold charts or other papers.

Cloak, furred wool: Wool cloak made of woven thread with additional thread trapped in the weave to create a water-resistant garment that is highly prized for its utility and aesthetic qualities.

Cloak, Oilskin: Cloak made of oilskin, designed to repel water

Compass, waterproof: A magnetized needle or pointer in a waterproof case with markings of the directions, used to determine direction travelled.

Cross Staff: a staff with crossbars, used to determine location aboard ship.

Fishhook: A metal hook designed to catch fish.

Fishing net: A net designed to catch fish.

Flags, signal: a pair of brightly colored flags used for signaling from one ship to another or across other distances

Gaff/Hook, Held: A longshoreman's pole with hook used as a weapon

Greek Fire Projector - Hand: A handheld lamp with an oil reservoir and a tube with a trigger used to shoot heated Greek fire oil at a specific target. Requires a weapon proficiency to use properly.

Greek Fire Projector - Static: This device consists of a cauldron with a tight-fitting lid and a long tube used to aim and fire the stream of heated Greek fire oil under pressure. All creatures within a 5' radius of the target save for half damage

vs. breath. Requires a crew of three, one of which must be skilled in its operation through a weapon proficiency for this item.

Hammock: Woven sleeping net designed to be hung between trees, poles, or on a rack built for the purpose.

Hat, rain: Hat made of oilskin to provide protection from rain and water

Lamp, swivel: A lamp mounted to an armature so that it stays level even though it's in a moving or tilting structure. Includes weight in the bottom to keep it upright.

Lantern, Waterproof: A lantern designed to be used in wet conditions (but not underwater) by sealing places where the rain can get into the lantern. Contains enough fuel to burn for six hours.

Leather - Mariner's: Special leather armor made specifically to the person's measurements, this leather armor does not bind or encumber and is treated as no armor at all for purposes of swimming and movement. Waterproofed, and requires exact measurements and 30 days of construction time.

Logbook: An oversized book of vellum pages, treated to be slightly water-resistant, used for keeping the log of the ship's travels and activities.

Manganel , Light: A small catapult-style weapon that fires in a straight line instead of an arc. Often used on ships. Requires at least two crew and can have as many as four crew. Capable of a 5° field of fire.

Manganel , Medium: Similar to a light manganel, this larger version requires at least four to eight crew.

Table 1 Notes:
Enc: Encumbrance.
SC (GPW): Storage capacity in gp weight.
HP/DP: Structural damage points.

Table 1: Basic Equipment Information

Item	Price	Enc	SC (GPW)	HP/DP	Where Found	Length	Width	Category
anchor, dead weight	25 gp	400	0	30	Blacksmith	1'-4'	0.5'-3'	naval supplies
anchor, dual prong	100 gp	800	0	50	Blacksmith	2.5'-6'	2'-4'	naval supplies
anchor, single prong	80 gp	600	0	40	Blacksmith	2.5'-6'	1.5'-3'	naval supplies
astrolabe	150 gp	30	0	1	Machinist	4"-13"	4"-13"	naval supplies
belaying pin	2 cp	20	0	n/a	Shipwright	10"-14"	1.5"-2"	arms - mass weapons
bell, ship's	60 gp	250	35	10	Metalsmith	.75'-1.25'	.5'-.75'	naval supplies
brigandine, metal	120 gp	350	0	n/a	Armorer	2.5'-3'	2'-2.5'	armor
brigandine, wood or horn	80 gp	260	0	n/a	Armorer	2.5'-3'	2'-2.5'	armor
chart table	4 gp	450	0	5	Furniture maker	4'-8'	3'-6'	naval supplies
cloak, furred wool	35000 gp	20	0	1	Weaver	2.5'-6'	2.5'-10'	apparel/ clothes
cloak, oilskin	3 gp	25	0	1	Tailor/ Seamstress	2.5'-6'	2.5'-10'	apparel/ clothes
compass, waterproof	12 gp	5	0	2	Machinist	3"-6"	.25"-2"	naval supplies
cross staff	10 sp	40	0	n/a	Woodworker	5'-6.5'	.75'-1.5'	naval supplies
fishhook	1 cp	0	0	0	Machinist	.75"-2"	.1"-.33"	naval supplies
fishing net (10 square feet)	1 gp	100	0	1	Weaver	5'-8'	4'-8'	naval supplies
flags, signal (pair)	15 sp	20	0	n/a	Weaver	2' handle, 8"-12" flags	8"-12" flags	naval supplies

Item	Price	Enc	SC (GPW)	HP/DP	Where Found	Length	Width	Category
gaff/hook, held	5 cp	20	0	n/a	Weaponsmith	9"-18"	1.5"-2.5"	arms - pole arms
greek fire projector - hand	75 gp	25	0	2	Machinist	5"-12"	3"-6"	arms - missile weapons
greek fire projector - static	500 gp	750	0	10	Machinist	5'-6'	1'-2'	arms - siege engine
hammock	2 gp	20	5000	2	Weaver	6'-9'	3'-4'	camping
hat, rain	2 sp	10	25	1	Tailor/Seamstress	1'	4"	apparel/ clothes
lamp, swivel	4 gp	13	0	2	Machinist	8"-12"	3"-5"	naval supplies
lantern, waterproof	50 gp	30	0	2	Tinker	4"-14"	2"-5"	light source
leather - mariner's	20 gp	100	0	n/a	Leather Worker	2.5'-3'	2'-2.5'	armor
logbook	10 gp	250	0	2	Bookmaker	1.5'	1'	books and writing
manganel , light	75 gp	500	0	2dp	Siege Engineer	4'-5'	3'-4'	arms - siege engine
manganel , medium	100 gp	750	0	3dp	Siege Engineer	5'-6'	4'-5'	arms - siege engine
manganel, heavy	150 gp	1000	0	4dp	Siege Engineer	6'-7'	5'-6'	arms - siege engine
net	5 gp	10	0	n/a	Weaver	4'-6'	n/a	arms - entangling
net, boarding (square yard)	1 gp	40	0	2	Weaver	3'	3'	naval supplies
oar, common	5 sp	0	0	8	Woodworker	5'-7'	5"-9"	naval supplies
oar, galley	3 gp	0	0	7	Woodworker	8'-25'	7'-14'	naval supplies
oar, sculling	2 gp	0	0	7	Woodworker	8'-12'	7'-14'	naval supplies
oil, Greek fire (flask)	10 gp	20	0	1	Apothecary	3"-5"	3"-6"	misc.
paddle	3 sp	0	0	7	Woodworker	4'-5'	3"-6"	naval supplies
pitch (barrel)	15 gp	2,500	1,650	35	Apothecary	36.75"	26.8"	naval supplies
pulley, double for rigging	40 gp	50	0	8	Machinist	4"-6"	3"-5"	naval supplies
pump, bilge	50 gp	250	0	8	Machinist	2'-4'	1.5'-3'	naval supplies
pump, hand	5 gp	500	0	1	Machinist	4'-6'	3'-6'	naval supplies
rope, 50' jute	9 cp	150	0	8	Weaver	50'	1"	misc.
rope, sounding	10 sp	75	0	6	Weaver	50'	.5"	naval supplies
sail	20 gp	0	0	5	Weaver	varies	varies	naval supplies
scuttlebutt	18 sp	125	660	20	Cooper	19.25"	18.25"	naval supplies
sextant	1,500 gp	0	0	5	Machinist	6"	5"	naval supplies
sword, cutlass	12 gp	40	0	n/a	Weaponsmith	2'-3'	3"-4"	arms - blades
trousers, oilskin	15 sp	0	60	1	Tailor/ Seamstress	1.5'-4'	10"-28"	apparel/ clothes

Table 2: Basic Equipment Weapon Statistics

Item	Damage (S/M)	Damage (L)	Speed	Rate of Fire	Range (S)	Range (M)	Range (L)	AC Modifier	To Hit Mod
anchor, dead weight	1-6	1-8	9	1	0.5	-	-	2’	0
anchor, dual prong	2-16	3-12	15	-	-	-	-	--	-6
anchor, single prong	2-16	3-12	15	-	-	-	-	--	-6
astrolabe	-	-	-	-	-	-	-	0	n/a
belaying pin	1-3	1-3	4	-	0.5	-	-	--	0
bell, ship’s	1-6	1-8	9	1	0.5	-	-	2’	0
brigandine, metal	0	0	6"	-	-	-	-	6	n/a
brigandine, wood or horn	0	0	6"	-	-	-	-	7	n/a
chart table	1-4	1-3	10	1	0.5	-	-	0	-3
cloak, furred wool	1	0	3	1	0.5	-	-	-1	0
cloak, oilskin	1	0	3	1	0.5	-	-	-1	0
compass, waterproof	2	1	5	3	1.5	3	4.5	0	-2
cross staff	1-6	1-6	4	-	-	-	-	-1	0
fishhook	1-6	1-4	7	-	-	-	-	--	-3
fishing net	-	-	11	*	1	2	3	--	-1
flags, signal	1-4	1-3	6	1	0.5	1	1.5	-1	0
gaff/hook, held	1-4	1-3	2	-	-	-	-	--	0
greek fire projector - hand	1-6	1-6	7	1	1.5	3	4.5	0	0
greek fire projector - static	3-30	3-30	31	1/4	12’	18’	50’	0	16
hammock	-	-	11	*	1	2	3	--	-1
hat, rain	-	-	-	-	-	-	-	--	n/a
lamp, swivel	1-2	1	7	2	1	2	3	0	-2
lantern, waterproof	1-2	1	7	2	1	2	3	0	-2
leather - mariner’s	0	0	12"	-	-	-	-	8	n/a
logbook	2-5	1-4	7	1	1	-	-	--	-3
manganel , light	2-16	3-12	31	1/4	.25’	15’	30’	--	18
manganel , medium	3-24	4-16	31	1/4	.25’	12’	28’	--	18
manganel, heavy	4-32	5-20	31	1/4	.25’	10’	26’	--	18
net	-	-	10	*	1	2	3	--	0
net, boarding	-	-	11	*	1	2	3	--	-1
oar, common	1-6	1-6	6	1	0.5	1	1.5	-1	-2
oar, galley	1-6	1-6	6	1	0.5	1	1.5	-1	-2
oar, sculling	1-6	1-6	6	1	0.5	1	1.5	-1	-2
oil, per flask, greek fire	-	-	-	-	-	-	-	--	n/a
paddle	1-6	1-3	7	1	1	-	-	--	-3
pitch	-	-	-	-	-	-	-	--	n/a
pulley, double for rigging	1-4	1-2	6	2	1	2	3	0	-1
pump, bilge	-	-	-	-	-	-	-	0	n/a

Item	Damage (S/M)	Damage (L)	Speed	Rate of Fire	Range (S)	Range (M)	Range (L)	AC Modifier	To Hit Mod
pump, hand	1-3	1-2	10	1	0.5	1	1.5	0	-2
rope, 50' jute	-	-	11	*	1	-	-	--	-2
rope, sounding	-	-	11	*	1	-	-	--	-1
sail	-	-	-	-	-	-	-	2	n/a
scuttlebutt	2-5	1-4	7	1	1	-	-	--	-3
sextant	1-3	1-2	4	1	1	-	-	--	-1
sword, cutlass	1-6	1-8	3	-	-	-	-	--	0
trousers, oilskin	1	0	5	1	0.5	-	-	-1	-3

Table 3: Basic Item vs. Armor Type

Item	Armor Class										
	0	1	2	3	4	5	6	7	8	9	10
anchor, dead weight	-8	-7	-6	-5	-4	-3	-2	-1	0	0	0
anchor, dual prong	-8	-7	-6	-5	-4	-3	-2	-1	0	0	0
anchor, single prong	-8	-7	-6	-5	-4	-3	-2	-1	0	0	0
astrolabe	-	-	-	-	-	-	-	-	-	-	-
belaying pin	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
bell, ship's	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
brigandine, metal	-	-	-	-	-	-	-	-	-	-	-
brigandine, wood or horn	-	-	-	-	-	-	-	-	-	-	-
chart table	-	-	-	-	-	-	-	-	-	-	-
cloak, furred wool	-14	-14	-10	-8	-5	-4	-3	-2	-1	-1	0
cloak, oilskin	-14	-14	-10	-8	-5	-4	-3	-2	-1	-1	0
compass, waterproof	-7	-6	-5	-4	-2	-1	0	0	2	1	3
cross staff	-9	-8	-7	-5	-3	-1	0	0	1	1	1
fishhook	-8	-8	-8	-7	-6	-5	-4	-3	-2	-1	0
fishing net	-	-	-	-	-	-	-	-	-	-	-
flags, signal	-13	-11	-9	-7	-5	-3	-1	0	1	0	3
gaff/hook, held	-1	-1	-1	0	0	0	0	0	0	-1	-2
greek fire projector - hand	-	-	-	-	-	-	-	-	-	-	-
greek fire projector - static	0	0	0	0	0	0	0	0	0	0	0
hammock	-	-	-	-	-	-	-	-	-	-	-
hat, rain	-	-	-	-	-	-	-	-	-	-	-
lamp, swivel	-9	-8	-7	-5	-3	-2	-1	-1	-1	0	0
lantern, waterproof	-9	-8	-7	-5	-3	-2	-1	-1	-1	0	0
leather - mariner's	-	-	-	-	-	-	-	-	-	-	-
logbook	-9	-8	-7	-5	-3	-2	-1	-1	-1	0	0
manganel , light	0	0	0	0	0	0	0	0	0	0	0
manganel , medium	0	0	0	0	0	0	0	0	0	0	0

Item	Armor Class										
	0	1	2	3	4	5	6	7	8	9	10
manganel, heavy	0	0	0	0	0	0	0	0	0	0	0
net	-	-	-	-	-	-	-	-	-	-	-
net, boarding	-	-	-	-	-	-	-	-	-	-	-
oar, common	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
oar, galley	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
oar, sculling	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
oil, per flask, greek fire	-	-	-	-	-	-	-	-	-	-	-
paddle	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
pitch	-	-	-	-	-	-	-	-	-	-	-
pulley, double for rigging	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
pump, bilge	-	-	-	-	-	-	-	-	-	-	-
pump, hand	-9	-8	-7	-5	-3	-2	-1	-1	-1	0	0
rope, 50’ jute	-	-	-	-	-	-	-	-	-	-	-
rope, sounding	-	-	-	-	-	-	-	-	-	-	-
sail	-	-	-	-	-	-	-	-	-	-	-
scuttlebutt	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
sextant	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
sword, cutlass	-4	-3	-3	-2	-2	-1	0	0	1	1	3
trousers, oilskin	-14	-14	-10	-8	-5	-4	-3	-2	-1	-1	0

Manganel, heavy: Similar to the light and medium manganel, this larger version requires a crew of six to twelve.

Net: A net designed and weighted to catch opponents in combat. If a hit is successful the targets are entangled for d4+1 rounds unless they have a blade at the ready to cut out in two rounds.

Net, boarding: One square yard of boarding net, a sturdy but loose netting used to repel boarders while making them easy to attack with pole and missile weapons.

Oar, Common: A long handled pole with a broad flat end used to move a watercraft through the water. Best used in pairs.

Oar, Galley: A long-handled wooden device with a broad end that is manipulated by a row of persons, designed to move a large watercraft through the water. Best used in pairs.

Oar, Sculling: A long-handled wooden device with a broad end that is manipulated by persons from the deck of a ship, designed to move a large sailing craft through the water when there is not enough wind to move the vessel. Best used in pairs.

Oil, Greek fire: A flammable oil that sticks to things as it burns.

Paddle: A handheld device with a handle and a broad, flat end used for moving a boat or other watercraft through the water.

Pitch: A 50-gallon barrel of pitch used to seal wood and rope against the weather.

Pulley, double for rigging: A heavy double-wheeled pulley with wooden sides and a metal hanging loop designed for use on ship's rigging.

Pump, bilge: Large pump used to empty a ship's bilge of water.

Pump, hand: Small hand-portable pump.

Rope, 50' jute: Fifty feet of rope made of jute fibers.

Rope, Sounding: A rope with knots at fathom markings to determine the depth of water.

Sail: A sheet of canvas designed to catch the wind when attached to the mast of a ship or other sailing conveyance.

Scuttlebutt: A small (20 gallon) barrel on the deck of a ship used for drinking water, often the site of discussions and gossip.

sextant: A device for measuring angles through visual inspection, often used for navigation.

Sword, Cutlass: a heavy sword with a curved blade.

Trousers, Oilskin: Pants made of oilskin, designed to repel water.

The Toybox II: Nautical Magic Items

by Andrew Hamilton & Bryan Fazekas

Hook of Plentiful Fish

This simple hook has been enchanted to attract fish, and if there are fish in the area, even the most incompetent angler will hook a fish without any bait. The user gains a bonus of +20% to catch fish and +20% to the quantity of fish caught. While the fish will bite, the magic does not ensure that the line will be up to the task of landing the fish.

Note: these hooks are enchanted for use in salt water (a larger, barbed treble hook), or fresh water (a single barbed hook). If used in the wrong environment, the user suffers a -20% penalty.

XPV/GPV 100/750

Waterscope

This magical device looks like a standard spotting scope or telescope. However, when one looks through such a device, it allows them to see through up to 30' of water as if it did not exist. A look-out or navigator using such a device can see reefs, the bottom contour, wrecks, etc. in shallow water. One drawback to these devices is that adventurers tend to steal them for use in dungeons to look for monsters and treasure in flooded areas. The device will function for up to 3 times a day, for a maximum of 1 hour per day.

XPV 1000/GPV 7,500

Scuttlebutt of Purification

This valuable magical item has saved many a mariner's life. Seemingly a simple wooden water barrel (usually 20 to 35 gallons in size and known as a standard scuttlebutt, although the occasional barrel will be as large as 55 or 60 gallons. When salt water is placed in the barrel and left overnight, it will transform to fresh drinking water. To many Captains, especially those who command journeys of exploration, such a magical item is worth as much as a ship itself.

XPV/GPV 400/5,000

Poseidon's Tokens

Similar to Quaal's Feather Tokens, these maritime tokens are very popular with experienced mariners. Each of these items is a single use item that disappears or is consumed by use.

Hull. This token resembles a miniature section of a ship's hull about 4 inches square. When a command word is spoken it spreads out and patches a damaged hull up to a 10x10 area. It will patch multiple areas up to the maximum size if all areas are within 30' of the token when invoked. XPV/GPV 500/10,000

Cloud. This token resembles a stylized cloud about 3 inches across. When a command word is spoken the token summons an 8HD air elemental that remains for up to 7 days, moves a sailing ship at a maximum speed 6" faster than it's normal maximum. Note that the air elemental will not fight for the summonor but will defend itself if needed. XPV/GPV 400/7,000

Compass. This token resembles a compass 3 inches in diameter. When a command word is spoken and an item, person, or place familiar to the owner is named, the compass will point towards that thing. This effect will last up to 7 days. XPV/GPV 300/12,000

Sail. This token resembles a miniature sail 4 inches across. When a command word is spoken it will expand and replace one or more sails up to 100x100 feet in area. XPV/GPV 200/4,000

Spell Caster's Paradise: Fire Spells

This monthly column features new spells.

This month's spells are all magic user spells, with the common theme: Fire!

Ignite

(Invocation)
Level : 1
Range 1" + 1"/3 levels
Duration: instantaneous
Area of Effect: 1 flammable item/3 levels
Components: V, S
Casting Time: 1 segment
Saving Throw: see below

This spell was designed as a means of showing off, allowing a magic-user to impress others by magically lighting torches, candles, lanterns or even a fireplace. At higher levels, the spell-caster can simultaneously ignite two or more items (a high enough level magic-user could cause an entire candelabrum to spontaneously ignite).Of course, like most spells, adventuring magic-users developed a number of uses for it beyond the intended purpose. Thus, it has seen use igniting pools of oil, straw, ropes and similar items. When determining what could be ignited by the spell, the DM should consider the spell as being equivalent to a wooden match.

The nature of the magic prevents the ignition of living creatures (including plants), but it could be used to target a scroll or map held by a person. If the spell is used to ignite something held by a person, the holder of the object may save vs. magic to prevent the spell from taking effect.

This spell needs no material component, as the magic-user that devised the spell felt that entering a room and digging around in one's pockets for a material component was hardly what could be considered a dramatic entrance.

Source: Andrew Hamilton

Fire Blanket

(Abjuration)
Level: 2
Range: touch
Duration: 1 round/level
Area of Effect: 1 cloak or blanket
Components: V, S, M
Casting Time: 2 segments
Saving Throw: n/a

The **Fire Blanket** spell magically empowers a cloak or blanket, making it invulnerable to fire and allowing it to immediately smother normal flames. It can be used to immediately extinguish a camp fire, a torch or other fire that is smaller than the magically empowered cloth. In the case of larger fires, the **Fire Blanket** can be used to beat a clear path through a burning building or forest fire, either allowing safe passage at 1/2 normal speed or extinguishing an area equal to 20 square feet per round.

Anyone or anything wrapped in the **Fire Blanket** is protected from any fire in the same manner as a **Ring of Fire Resistance**.

This spell was developed by a member of the Royal College of Wizards and Magicians and taught to junior members to allow the College members to more effectively assist the Fire Watch in stopping fires or rescuing those trapped inside burning buildings.

The material component is a cloak or blanket.

Source: Andrew Hamilton

Dancing Flame

(Invocation)
Level: 3
Range: 6"
Duration: 1 turn + 2 rounds/level
Area of Effect: self or other
Components: V, S, M

Casting Time: 5 segments
Saving Throw: n/a

This spell was developed by a magic-user who loved flame-based spells and had the opportunity to witness a chain lightning spell in action. The dancing flame creates a gout of flame within 60' of the magic-user, striking a target of the caster's choice. The flame gout causes damage equivalent to a **Burning Hands** spell (1 hp/level of the caster). The **Dancing Flame** then leaps to the closest creature or target in any direction from the magic-user. The flame decreases in intensity with each leap, causing 1 less hp of damage to each subsequent target (e.g., a **Dancing Flame** cast by a 7th-level caster will cause 7 hp of damage to the first target, 6 hp to the second target, 5 hp to the third target, etc.).

Each target may save vs spells for ½ damage, with half points rounded up. The material component is a bit of sulphur.

Source: Andrew Hamilton

Flame Arrow

Level: 3
Range: Touch
Duration: Special
Area of Effect: up to 10 arrows/bolts touched
Components: V,S,M
Casting time: 3 segments
Saving Throw: None

Once the magic-user has cast this spell, he can touch up to 10 arrows or crossbow bolts before the end of the round (they must all be close by, so that the magic-user can reach them without moving).

Each such missile touched becomes magical, and gains the to-hit bonuses of a Flame Tongue sword (+1 vs. most opponents, +2 vs. regenerating creatures, +3 vs. cold-using or avian creatures, +4 vs. undead). In addition, the missiles will deal an extra 1d4 damage for every point of to-hit bonus they receive (so vs. undead, a Flame Arrow would be +4 to hit and deal an extra 4d4 damage).

The missiles so affected must be launched within 1 round of being touched (either the round touched, or the next round), for after that time the missiles will be utterly consumed by the magical fire. Fiery missiles have the normal chance of causing combustion in things that they strike. The material components for this spell are a drop of oil, a bit of phosphorus, and a small piece of flint.

Source: Jay Goodenberry

Crystal Spray

Level: MU 3
Type: evocation
Reversible: N/A
Range: 0
Duration: instantaneous
Area of Effect: special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: half damage

As this spell is cast the spell caster holds two 100 gold piece value gems of the same type, one in each hand. Upon completion of the spell the gems explode outward in a cone 40' long, with a 5' diameter base and 20' end diameter. Any creature in the area of effect sustains 1d6 points per level of the caster. Any creature immune to blunt or sharp weapons will suffer only half damage.

Note: Gems of higher base value may be used but do not increase the efficacy of the spell.

Source: Bryan Fazekas

Editor's Note: This spell is included as the Gems of Explosion on page 16 includes one gem type that produces an effect identical to this spell.

Domiciles & Emporia: The Binnacle

Charts and Maps for Every Occasion

by Nicole Massey

Owner: Perry Nelson is a very old sailor (he claims to be a former captain) with a ring of sparse white hair around the edges of his bald head. He's missing his right leg just below the knee but gets around with his peg-leg, and dresses like a naval officer. He has a gruff but melodious voice and can always spin a yarn, especially to a pretty lady or impressionable lad, unless his wife, Vickie, catches him.

Hours Of Operation: Sunrise to Sunset

Exterior Description: This building of weathered wood is narrow and deep (20x50) with one high window made up of square panes set in brass frames and with dark wood shutters. The door is fitted with a brass porthole, and a brass bell hangs outside the door under an oil lamp. Below the porthole is painted a compass rose with north facing upward.

The second story has a long balcony that stands out over the first floor a full four feet, with wooden braces to support it. From the bottom of the balcony hangs a sign made of dark wood depicting a painted compass and oil lamp, with the words, "The Binnacle, Capt. Nelson, owner" carved in white letters. The balcony has windows in a diamond pattern, also set in brass, and looks like the rear end of a large merchantman with a stern walk.

The roof is made of wooden shingles, and a chimney protrudes from the back. The rear has diamond-paned windows on the ground and second floors, with a door into a small yard with a cow, chickens, and a goat. The back of the second floor looks much the same as the front of the building, with a balcony looking much like a stern of a large ship with a stern walk.

Interior Description: The ground floor is a shop with huge stacks of charts carefully indexed into shallow drawers marked with brass letters and numbers. There is no sales counter; instead there is a table and a chair near the fireplace on the right side about ten feet from the rear of the room. A glass case with astrolabes, compasses, and other navigation equipment sits by the chair, and the chair looks both well-used and comfortable. Perry sits here while running his shop.

Behind the fireplace is a half wall with a pair of swinging doors and five desks where Perry's apprentices work at cartography under his watchful eye. The far left corner at the front of the shop has a door that opens to stairs leading up to living quarters on the second floor.

There are three rooms on this floor, one after the other. The room at the front of the house is the main living area, the middle one is a bedroom, and the back one is the master bedroom. The two forward rooms are heated by iron stoves in the winter, while during the summer the windows at front and rear are usually open to let air pass through.

There is a rudimentary attic accessed through a ladder and trap door, but it has nothing of value. (It's filled with old ship memorabilia.) In the shop the sounds of Perry's tales (some of them quite tall) compete for ear space with Vickie's singing, as she's always going through some tune or another. (She has a nice husky singing voice, possibly trained, and she has a standard repertoire of songs she sings, her most favorite being about a party in a garden.)

Price Range: Cheap To Costly

Quality Range: Good To Superb.

Outstanding Items: Perry's maps of the run from Seakeep to Porthaven are extremely good and very detailed, with accurate soundings and notes on danger spots.

Cash Box: Perry's purse holds all the money unless Vickie manages to get a hold of it.

Occupants: Perry and his wife Vickie are usually on the premises.

Perry Nelson; AC: 10; MV: 9"; Ma8; HP: 71; #AT: 2/3; D: 1d6+1; AL: CG; Unarmored, Cutlass

Vickie Nelson; AC: 10; MV: 12"; Mi5; HP: 46; #AT: 1; D: 1d8; AL: NG; Unarmored, Long Sword

Spells: Charm Person or Mammal (D), Friends (MU), Sleep (MU), Comprehend Languages (Mu), Fascinate (Il), Tongues(Cl)

Perry's journeywoman is Senorra Killinar, a grey elf woman learning cartography from Perry. Perry also has three apprentices: a halfling boy named Merca Tor, a human girl named Meri Diane Reeding, and Merca's sister Equa. The apprentices live at home with their families, as they're all close and Perry and Vickie don't have much room.

Customers: 1d3 customers will be here at any time to purchase maps or commission them. There is a 10% chance that a customer is here for a compass, astrolabe, or other such navigation equipment instead of a map.

Loiterers: Pretty women (inevitably single) and children are always dropping in to hear a tale from the "Captain."

NPC Encounters: Many ship's captains and first officers will be found here when they're in port.

Special Options: Perry sells maps and charts to the nautical crowd. He also has maps of land regions in a wide variety, which he brushes off as fairly unimportant "landlubber chum," but he charges his standard rates for them all the same. He's known for his fine work and his eccentricity. If he ever sailed as crew on a ship no one can find any record of it, but he knows his nautical terminology. No one can trace any of his stories or ship names to any known vessel, but that may be because Perry doesn't let the truth get in the way of a good story. Perry has all kinds of maps and will pay for maps found on shore wrecks or taken from prizes as long as they're unique.

Maps are stored based on their area. Perry has his own filing system, but opening the unmarked drawer will reveal a map of the world with clear indications of what his system means. There is also a drawer marked "Unknown" full of maps that he can't place. This is probably the best place to look in all of Phaten (or wherever you choose to place Perry's shop) to find a missing treasure map.

Perry insists on ringing the bell in front of his shop and calling out the number of bells to mark the time while his shop is open or he's awake. Perry has not been seen away from his shop for at least two decades, so thieves don't have much of a chance of robbing the place. He also has a nasty cutlass that he wears almost constantly, and he also has an even more wicked-looking gaff hook over the door, so would-be thieves are advised to be careful and think twice before trying to rob him.

The maps Perry makes are of top quality, while his journeywoman is almost as skilled. His apprentices turn out lower-quality work, but they're learning and the work is acceptable.

Perry knows a wizard who will cast **Protection From Water Charms** [H7] on charts for a fee.

Urlg's Tavern

Bill Of Fare

Appetizers:

Cheesy Pixie Bones (6) 2cp

Dragon Eggs (2) 3cp

Goblin Droppings (6) 2cp

Entrees:

FLT (Flumph-Lettuce-Tomato) Sandwich.... 1sp

Mediterranean Fusion Pizza 15cp

Puissant Peccary Pot..... 12cp

Rasta Tofu Wat With Ethiopian Berbere.. 1sp

Rat On A Stick 7cp

Rosie Cotton-Gamgee Roast 12cp

Tomato Cucumber Raita 6cp

Drinks:

Dwarven Gut Shaker..... 5cp

Mead (Several Varieties) ..... 5 to 25cp

Moon Brandy..... 12cp

Mini-Adventure: The Tower of Terror

by Jeremy Dow

This side adventure for AD&D is suitable for five to six characters of roughly third to fifth level. Although a variety of character classes is beneficial, a strong complement of clerics and fighters is recommended. The adventure takes place while the player characters (PCs) are journeying near a coastline. In this region, there are no trees and only occasional shrubs, so visibility is good. About one-half mile away lies an abandoned lighthouse, where most of this adventure takes place. The PCs should have a reasonably good chance to see this structure, depending on the weather.

Adventure Synopsis

As the PCs are travelling, two giant eagles fly toward them from the direction of the lighthouse. When close enough, they dive at the PCs and attempt to carry two of them back to their nest on the lighthouse roof, where their two hungry chicks await. The companions of the captured PCs must rush to the lighthouse and fight their way through the obstacles on the lower levels to get to their friends before they are turned into chick-feed. The adult eagles' stats are as follows:

Two Giant Eagles: AC 7; Move: 3" (ground), 48" (flying); HD: 4; HP: 29 each; THAC0: 15; #AT: 3; Dam.: 1d6/1d6/2d6; SA: +4 to hit and double claw damage (2d6/2d6) when diving from 50' or more (see the AD&D *Monster Manual*, p. 36, for more information); STR 18; experience point value: 266 each

Unless the PCs have the ability to outrun the eagles, they will be overtaken. The eagles will attempt to grab two of the PCs (one each). Note that they will always attempt to grab smaller opponents (e.g., halflings and gnomes) and will avoid very large opponents unless there is no other option. If successful, each eagle can carry up to 200 pounds at half speed. To determine whether an eagle successfully grabs an opponent, the rules in the sidebar may be used if the DM does not have his or her own means of resolving it.

Grappling Rules:

Eagle: Roll to hit, adding any appropriate attack modifiers for strength as usual. The defender's AC is 10 plus any dexterity modifier. Success indicates the grappler has managed to lay secure hold on his target and that step 2 must be done.

PC: Roll 1d20 and add the PC's strength score. A final result that equals or exceeds the total of the eagle's to-hit roll and strength score indicates that the PC has managed to break free of its hold. Otherwise, he is held for this round.

Example: A giant eagle, whose strength is 18, grapples a PC whose strength is 14 and AC is 8 (10 plus a dexterity bonus of 2). The DM rolls a 15 for the eagle and adds its strength bonus of 1 for a total of 16. That is enough to grab the PC.

The player of the PC rolls a d20 and adds her strength of 14. She rolls a 10, so her grappling defense totals 24. The eagle's modified roll of 16 plus its strength of 18 totals 34, so the eagle has successfully grabbed the PC.

After five unsuccessful attempts to grab a PC, an eagle will give up and fly back to the lighthouse. If an eagle successfully grabs a PC, it will immediately take to the air and carry him or her back to the top of the lighthouse as food for its chicks. Note that a grabbed PC can still attempt to break free of an eagle's clutch when airborne; if successful, the PC will drop to the ground and take 5d6 hit points of damage, since the eagles fly at a height of 50 feet.

Any PCs still on the ground can easily follow the eagles on foot, but of course, due to the eagles' swift speed in flight (48", 24" when carrying weight up to 200 pounds), it is highly unlikely that any PC will catch up to them. The

PCs will certainly see the eagles alight on the top of the lighthouse.

The Abandoned Lighthouse

This old, abandoned structure is set on top of a hill that is roughly 30' high. The lighthouse itself is 40 feet high and 50' in diameter. It has four levels altogether: the ground level, two wooden floors above that, and the roof. Each of the lower three levels has a single window. The outside surface of the wall is in the category "fairly rough and some cracks—very rough" on the "Wall Climbing Table, Feet Per Round of Climbing" on page 19 of the *Dungeon Masters Guide* (DMG). Any thief attempting to climb the wall can do so at the rate of only 18' per round, and climbing success must be checked each round.

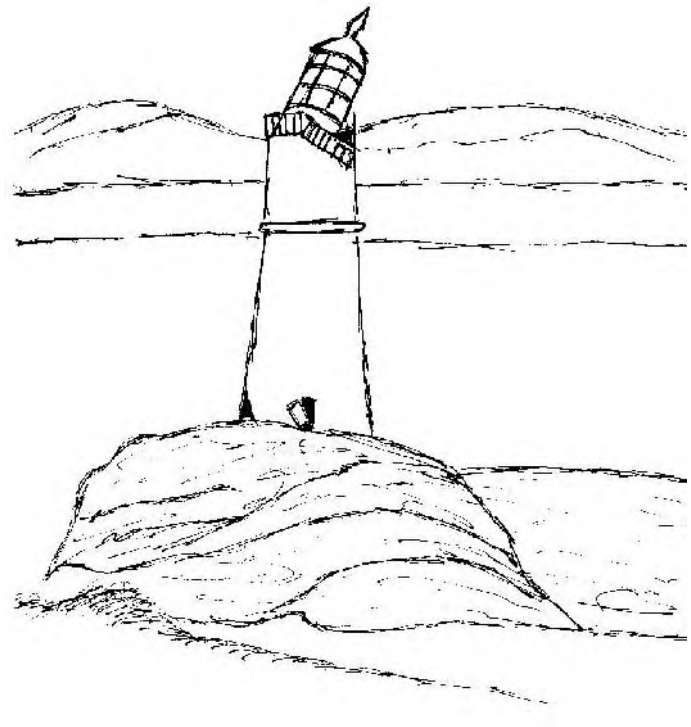
The front door is severely battered, and most of it lies on the ground in splintered fragments. The PCs can easily see the stairway inside that leads up to the next floor. It begins on the opposite side from the entry and runs up along the curved wall.

First (Ground) Floor

A considerable amount of debris lies strewn about the floor between the entrance and the stairs: broken pieces of furniture, old shreds of clothing, etc. Several large piles of the junk dot the floor. Hiding behind these are six giant crabs, which use their tall eye stalks to peer over them. Consequently, they remain well hidden and surprise on 1–4 on a d6. They will rush out to attack as soon as the PCs move toward the stairs.

Giant Crabs (6): AC 3; Move: 9"; HD: 3; HP: 14 each; THAC0: 16; #AT: 2; Dam.: 2–8/2–8;

SA: Surprise on 1-4 on d6; experience point value: 77 each. (For more information, see page 15 of the *Monster Manual.*) The crabs have no treasure.



Second Floor

A single window allows sunlight to stream in, lighting the room fairly well, revealing a great amount of broken furniture and various clumps of debris scattered about. The wooden floor here is severely damaged, dotted in various spots with holes ranging from small (3 inches) to large (one foot) in diameter. Consequently, moving through this area can be done at one-half normal speed at best. Even then, a dexterity check (d20, roll equal to or less than the dexterity score) must be made to determine whether a PC's foot gets caught in one of the holes, he or she stumbles, and so on. If PCs are moving at greater than one-half speed, apply a penalty of –2 to the check.

The stairs to the next level are located directly opposite from the stairs that lead up to this floor. A thick web stretches horizontally above the stairs that lead up to the next floor; lurking there is a Giant Spider: AC: 4; HD: 4 + 4; MV: 3" (12" in web); HP: 23; #AT: 1; Dam.: 2–8; SA: poison—save vs. poison or die; THAC0: 15; experience point value: 430. (For more

information, see the *Monster Manual,* page 90.*)* (DM note: If you wish to make the spider's venom less lethal to PCs, have it be nonlethal instead, only reducing a PC's hit points to –1 on a failed saving throw.) The spider will drop onto the first PC passing underneath its web. Note that the web blocks the opening through which the stairs pass to the next floor, so PCs will have to either hack it or burn it away. This will take one round to accomplish.

Located in the debris on the floor amid some human-looking bones is an old, musty sack that contains four pearls, each worth 500 g.p.

Third Floor

The floor here is like the others: cluttered with debris. Only one piece of furniture remains intact: a desk on the far wall opposite from the stairs. The area is not unoccupied though: The spirit of the lighthouse keeper remains here as a *haunt* (*Monster Manual II,* page 74), ever seeking to finish the task of lighting the lighthouse beacon, which it left undone during its mortal existence. It will try immediately to gain possession of the nearest PC's body. (Note: DMs could make the unfinished business of the haunt more interesting than merely lighting the beacon, so as to be a hook for a subsequent adventure.)

Haunt: AC: 0; HD: 5; HP: 28; MV: 6"; #AT: 1; Damage: 2 points of dexterity; SA: possession; XP: 205. The haunt will focus on one character, seeking to drain his or her dexterity in order to possess the body, which will happen when dexterity reaches zero.

Roof

This is where the eagles have made their nest and where their two chicks stay. The chicks are quite small: AC 10; HD: 1/2; HP: 3 each; #AT: 1; Damage: 1-2 hp; MV 1"; XP: 8 each.

Although the chicks won't pose a serious threat to the PC(s) brought here, they sit right on top of the wooden trap door that leads to the floor below—and even this cannot be seen because of the thick nesting material the eagles have laid down. The trap door is not locked. (At the DM's discretion, a Wisdom check can be given to the PC(s) to determine if the metal handle of the trap door is noticed.) In addition, any aggression toward the chicks will surely draw aggression from their eagle parents. (If this seems too hard for the PC(s) to handle, have one of the eagles fly off.)

Final note for DMs: If you think your players need tougher challenges, substitute an anhkheg (*Monster Manual,* page 6) for the crabs on the first level, increase the number of spiders on the second floor, and add a second haunt—perhaps the dead lighthouse keeper's wife—to the third floor.

Dressing a Grave

To dress up a grave, roll 1 to 4 times on the following table. Multiples of an item are ok per DM discretion. For celebrations of the dead roll 6d4.

d00	Result
01-02	Bag of mixed coins
03-06	Bone, animal
07-09	Bone, humanoid or human
10-13	book
14-18	Bottle, wine or liquor
19-22	Broken dishes
23-25	Coat or jacket
26-29	Dagger thrust into the earth
30-33	Dish with food
34-39	Flowers, dead and dried
40-46	Flowers, fragments
47-50	Flowers, fresh
51-56	Fresh fruit or vegetables
57-59	Garlic bulb
60-63	Holy symbol
64-67	Iron spike
68-69	Jewelry item
70-73	Lantern
74-75	Map or letter
76-79	Picture
80-84	Scarf or head covering
85-88	Toys
89-90	Urn, ash filled
91-93	Urn, empty
95-97	Wineskin, empty
98-00	Wooden stake

One Page Dungeon: The Sea Hag's Lair

by Andrew Hamilton

This column features an adventure which covers the front and back of 1 sheet.

Texts Required: AD&D Players Handbook, Dungeon Masters Guide, Monster Manual

Monster: Sea Hag, Strangleweed

Terrain: Small Rocky Island, Sea

Party levels: 3rd to 5th level, combined party levels of ~20 to 25

Experience: Total: 11,100 xp
Monsters: 2,363 xp; Treasure: 8,737

The Setup

The adventurers are in a seaside village when they hear about a ghostly beacon on a small island that lures ships to their doom on stormy nights.

A merchant approaches the adventurers and tells them that he recently had a ship run aground and break upon a small island a few miles from the town. The salvage crew that he sent out failed to return. The merchant wishes to recover his property as well as show his rivals and business associates that he looks after his own. Thus, he wants to hire the adventurers to salvage what they can from the shipwreck and determine the fate of his hirelings.

The Lair

Two sea hags have established their lair on a small rocky island surrounded by shallow reefs and lagoons, and they are using a beacon to lure ships onto the rocks during stormy weather. They prey on the survivors, as well as any would-be rescuers, and pick through the wreckage at their leisure to build their treasure trove.

The north, west, and east shores are sheer cliffs that extend 10 to 20' above the high-tide mark, with jagged rocks under the water. The only safe approach for a boat is the south side of the island. Unfortunately for explorers and salvagers, the south approach is guarded.

Two sea hags have established their home in a piece of wreckage—the aft section of a merchantman that washed up on rocks in a lagoon on the south end of their island. The lagoon varies from 2' to 8' deep depending on the tides, and is full of eelgrass. Small fish and crabs can be seen darting about, and bits of wreckage are evident. The lagoon is littered with large, barnacle-covered rocks, effectively preventing the use of any boats within its confines. Thus, reaching the sea hags' lair requires wading or swimming, both of which are very dangerous due to the strangleweed that the sea hags have cultivated to act as guards.

Sea Hag (x 2): AC 7, HD 3, HP 14 each, MV 15", ATK 1, Dmg d4 (dagger), SA viewing causes weakness, death look 3' range, save vs. poison or die, 3/day, SD none, MR Standard, AL CE, Size M, XP 642 each (600 + 3 xp/hp). Each sea hag has a **Potion of Water Breathing** with six doses, one carries a **Dagger +1**, and the other has a **Ring of Free Action**.

The strangleweed is marked on the map with an "x". Each strangleweed is able to attack creatures within a 10' radius and have overlapping reaches. The strangleweed is intermixed with kelp and eelgrass, making it impossible for untrained individuals to distinguish the dangerous plants from the normal ones.

Strangleweed (x 12): AC 3, HD 3 (x 9), 4 (x 3), HP 14 (x 9), 18 (x 3), MV nil, ATK 1, Dmg special, SA strangle, SD entangled victims strike at -2 to hit, MR Standard, AL N, Size L (4'+ diameter), XP 77 (35 + 3 xp/hp) (x 9) or 132 (60 + 4 xp/hp) (x 3).

The sea hags will wait until the strangleweed attacks explorers before they attack. Their first attack will be an effort to use their looks to cause weakness (making the strangleweed even more dangerous). They will stay out of combat and use their death gaze (twice) before closing to melee. They save their third (and last) death gazes to facilitate escape.

Melee combat in the water is done at a penalty. Specific penalties are detailed on page 54 of the Dungeon Masters Guide (DMG) or the Wilderness Survival Guide (page 85). As aquatic creatures, neither the sea hags nor the strangleweed suffer any penalties.

The sea hags will not fight to the death. They will attempt to escape to the open sea if hard pressed, fleeing through the strangleweed and hoping that their plants will delay pursuers.

In the wreckage that the sea hags call home is a fair amount of collected "treasure", although much has value only to a sea hag (e.g., old dresses and clothing, plates and cutlery, cooking pots, etc.). In addition, they have a sea chest, inside is a leather pouch containing 76 pp, 120 gp, and 97 sp, a silver coffer (worth 350 gp) containing a gold and emerald necklace (worth 1100 gp), a silver ring (worth 15 gp), a gold ring with diamond chips (worth 700 gp), and a crystal vase with gold chasing in the design of frolicking unicorns (worth 275 gp). In a locked coffer, stored under a loose deck board, are another 4 **Potions of Water Breathing** (six doses per potion). This coffer is trapped with a contact poison, equivalent to type B ingestive, causing 30 hp of damage, 15 hp on a successful save (page 20 in the DMG).

The sea hags have a large collection of ship's logs and captain's logs (they love to read them over and over). There are a total of 17 log books, which they keep carefully stored, wrapped first in silk and then in oilcloth, and kept in a footlocker. The collection of charts and maps that have been gathered by the sea hags areworth 300 gp to the right buyer.

Once the threat of the sea hags and their strangleweed plants has been ended, the bay can be searched for additional treasure that may be mixed in with wreckage. A careful, multi-day search will uncover 162 cp, 126 sp, 84 ep, 60 gp, 42 pp, 3 100 gp value gems, and a single iron ring (+2 Ring of Protection).

The "ghostly beacon" is actually a lantern-like frame crafted by the sea hags from shards of

glass and wood salvaged from various wrecks and cobbled together. Igniting a pile of driftwood and wreckage inside the frame lights the beacon. The beacon and wood are kept dry and out of site by keeping it covered with grimy sailcloth and a few strategically placed rocks. The beacon is located near the center of the island.

Loose Ends

If the merchant hired the adventurers, they may find that they have a new patron. A successful merchant will have many uses for a band of adventurers such as accompanying his caravans or ships to protect them from the hazards of commerce (such as bandits and pirates), investigating new business opportunities, "negotiating" with rivals, etc.

The old captain's logs collected by the sea hags are potential avenues to adventure as well. They may contain treasure maps, information on pirates or secret anchorages, and any number of rumors that could inspire adventurers to take to the sea.

For Further Reading

This monthly column offers reading suggestions for dungeon masters and players alike. This will include books, magazines, web sites, and anything else that might be of interest.

The article *Sea Mages* by Paul Elkman was published in issue #3 of *Pegasus* magazine. Printed on pages 16-24, this article describes a new class of a sea-specialized mage for the OD&D rules.

TSR published a number of sea and coastal themed modules, including:

C3: *The* Lost Island of Castanamir by Ken Rolston for AD&D levels 1-4.

N4: Treasure Hunt by Aaron Allston, for AD&D levels 0-1.

U1: The Sinister Secret of Saltmarsh by Dave J. Browne with Don Turnbull, for AD&D levels 1-3.

U2: Danger at Dunwater by Dave J. Browne with Don Turnbull, for AD&D levels 1-4.

U3: The Final Enemy by Dave J. Browne with Don Turnbull, for AD&D levels 1-4.

WG6: The Isle of the Ape by Gary Gygax, for AD&D levels 18+.

X1: The Isle of Dread by David Cook and Tom Moldvay, for D&D Expert Set levels 3-7.

X6: Quagmire! by Merle Rasmussen, for D&D Expert Set level 4-10.

X9: The Savage Coast by Merle Rasmussen, Jackie Rasmussen, and Anne C. Gray, for D&D Expert Set levels 4-10.

Dragon Magazine published a number of sea and coastal themed modules, including:

The Temple of Poseidon, by Paul Reiche III. Published in Dragon #46 for AD&D levels 7-10.

Can Seapoint be Saved?, first place winner of the Module Design Contest category A-7, by Bob Waldbauer. Published in Dragon #75 for AD&D levels 4-7.

Citadel by the Sea, first place winner of the Module Design Contest category A-1, by Sid Fisher. Published in *Dragon* #78 for AD&D levels 1-3. Set on a coastline.

Barnacus: City in Peril, first place winner, Module Design Contest category A-8, by Francois Nantel. Published in Dragon #80 for AD&D levels 1-5. Set on a coastline.

The City Beyond the Gate, by Robert Schroeck. Published in Dragon #100 for AD&D levels 9+.

Dungeon Magazine also published a number of nautical themed adventures:

After the Storm, by Nick Kopsinis and Patrick Goshtigian. Published in Dungeon #6 for AD&D levels 8-10.

The Ghostship Gambit, by Randy Maxwell. Published in Dungeon #9 for AD&D levels 3-6.

The Wreck of the Shining Star, by Richard Emerich. Published in Dungeon #15 for AD&D levels 4-8.

Old Sea-Dog, by Thomas Kane. Published in Dungeon #23 for AD&D levels 2-5.

Want Ads

Note Ye all Sailors and Sages!

Captain Perry Nelson is looking for good maps of the lands to the west, especially the southern jungle coasts of Sitzycoatl and anything pertaining to the fabled southern continent.

Maps for landlubbers are also of use, so bring any maps you might have to his shop, The Binnacle, located on Seawall Street in the Port Sector. Note ye that he also has new maps of the Shark Islands passage to Montberg, with updated depth notations and wind current markers. Quantities in stock are limited, so get them now before he runs out.

Wanted: Healer for a Voyage to Montberg

The Wavetreader is making a run to Porthaven and needs a ship's healer. Must be able to handle sea voyages in cramped space for a fast run carrying grain for the famine down south.

Ability to handle bad music without strangling the boatswain (who plays it) a strong plus. The ship is set to leave right after the summer games.

To apply contact the ship's first mate. Do not contact the boatswain, he's useless.

Dock 7, slip 4

Wanted: Hardy Adventurers!

Cleric of Demeter is seeking to hire a hardy adventurer to join his group for a 6 month expedition seeking and destroying grey men.

Applicants must be willing to brave danger for great rewards. Survivors will receive 1 full share of treasure including possible magic items. Benefits include raising from dead, if necessary. Survivor benefits paid if raise dead not possible.

Ask for Bisonbit at noon on Starday at the Dragontreader Inn.

Followers of Arioch need not apply.

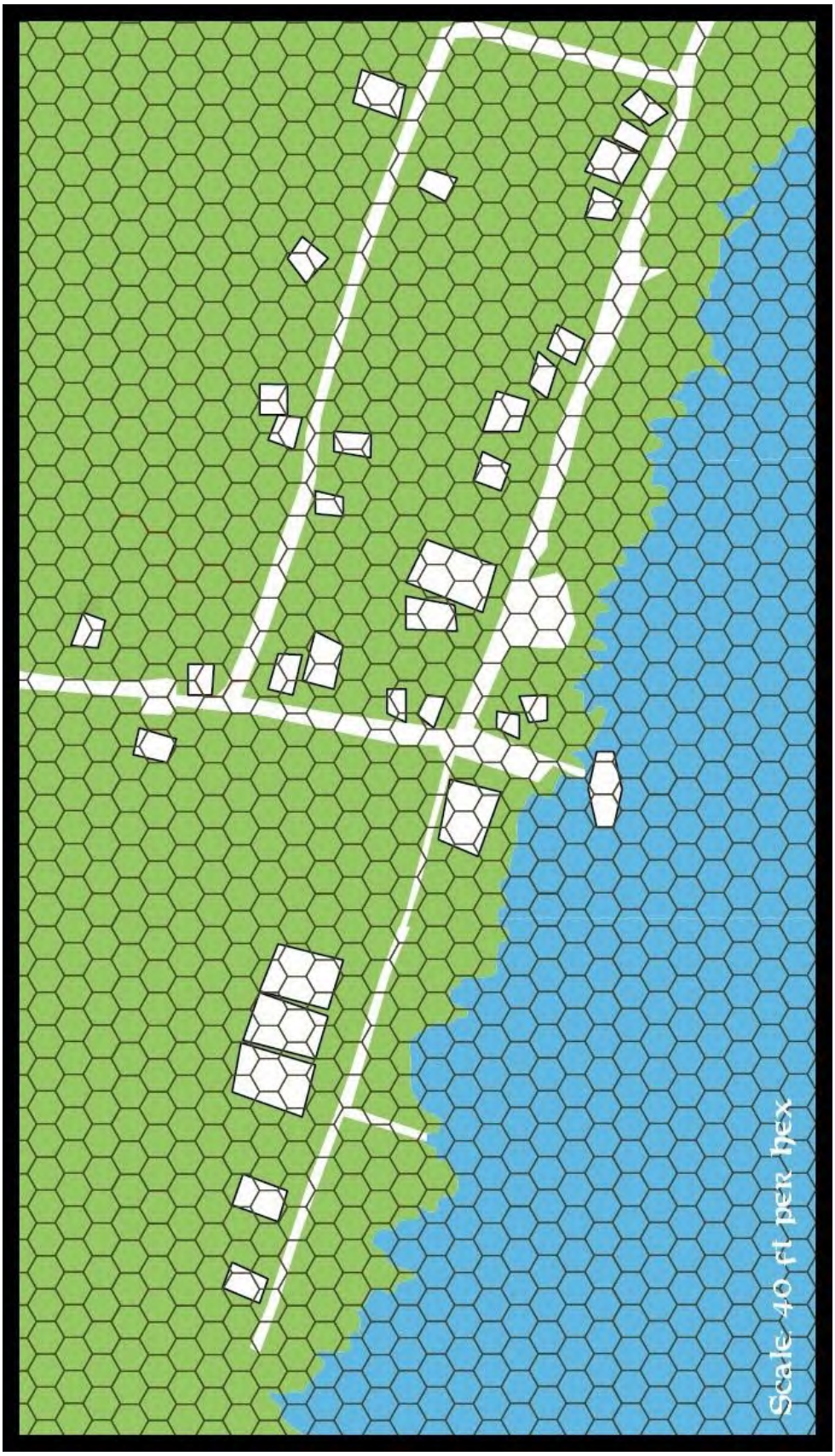
WANTED: Cleric with a strong stomach to restore life to our deceased comrade.

After we discovered a secret chamber deep in an abandoned dwarven fortress, our cleric companion, who always seemed to want to be a thief, took it upon himself to investigate the entrance. Unfortunately, he fell victim to a two-bladed trap that dismembered him—in many places. We tried to warn him about the old, decayed body parts lying on the floor just ahead of him—not to mention the huge blood stains on the flagstones—but he was always cocky and foolhardy.

Best attempts have been made to recover all body parts. His share in the party's treasure is offered in exchange for the service. Contact Morthan at the Inn of the Greasy Goblet in Old Town.

Map 2

By Sean Meaney



Each issue of **&** has a theme, and our goal is to ensure that at least 60% of the articles match that theme.

Why?

To give our readers as much of a good thing as we can!

Themes for upcoming issues include:

- Magic Items
- Wilderness Adventures
- Inner Planes
- Urban Adventures

What do YOU want to read?

Our readers should help decide what they read. Send your ideas for themes to: letters@and-mag.com

But … ideas are only half the picture! We need to fill in the other half, the articles! Do your part to keep **&** full of interesting things. Send your articles, monsters, spells, items, and anything else you can think of to: submissions@and-mag.com

Stay tuned for **&** Issue #4: Classes & Multi-Classes!

Coming in February 2013!

This issue may include:

Melting Pot in the Dungeon

Revisiting the Assassin Class

Guilds, Colleges, and Cabals

Mercenary Companies of the Lakelands

NPC Classes from Dragon Magazine

Coming in May 2013, Issue #5: Magic Items

This issue may include:

Catching the Magic

Magic-User Apprentices and Assistants

Weapon of Change

When is a Weapon not a Weapon

The **& Publishing Group** publishes fantasy role playing game articles, fiction, columns, adventures, and related materials primarily focused on the *Advanced Dungeons & Dragons* ™ game. We also publish for *Advanced Dungeons & Dragons 2nd edition* ™ and all variants of the original *Dungeons & Dragons* ™, plus similar open source game systems including *OSRIC* ™, *Labyrinth Lord* ™, etc.

Article submissions must be in RTF, Microsoft Word, or OpenOffice format. Artistic submissions must be in a common format including JPG, PNG, TIF, and GIF. Other formats may be acceptable, please inquire before submitting. No submissions in non-digital format will be accepted excepting some extreme mitigating circumstances.

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